Language : Python

**Episode 1**

Concepts : Iteration :

While loop and for loop

Conditional :

If statement

Link for the original turtle thingy:

<https://runestone.academy/runestone/books/published/StudentCSP/CSPNameTurtles/multTurtles.html>

from turtle import \*

from math import pi# use the turtle library

space = Screen() # create a turtle screen (space)

zari = Turtle() # create a turtle named zari

alicia = Turtle()

def tcircle(radius, turtle):

def regular\_polygon(l, n, turtle):

"""draws a regular polygon of n amount sides of length l

that is supposed to appear like a circle.

function by cdlane from a stackoverflow post"""

if turtle == alicia :

for \_ in range(n):

turtle.backward(l)

turtle.left(360 / n)

else :

for \_ in range(n):

turtle.forward(l)

turtle.left(360 / n)

#circumference (c)= 2\*pi\*radius

circumference = 2 \* pi \* radius

#n = amount of lines or corners, it defines the accuracy of the circle

number\_of\_corners = 15 # lower number to decrease drawing time (can be any float or int)

#circumference (c) = ca. l \* n

#l = length of individual lines

length = circumference / number\_of\_corners

# call on the function

regular\_polygon(int(length),number\_of\_corners, turtle)

# count from 20 to 210 incrementing by 5

for i in range(20, 210, 5):

#circle\_example

tcircle(i, alicia)

tcircle(i, zari)

print(i)