

Pseudocode for PC06

1. Define what I'm trying to do with the gif and the functions I'm trying to set
2. Import turtle
3. Set up the settings
 - a. Define the turtle colormode to accept RGB values
 - b. Define the turtle trace to turn the animation either on or off
 - c. Define the panels
 - i. Width
 - ii. Height
 - d. Define the background color of the panel (orange)
4. Define the variable definitions
 - a. Define the size of the image
 - b. running = True
 - c. Define the step (controls the speed of the pumpkin)
 - d. Define count (where it stops animating)
 - e. Define crosses (# of edge crosses to stop after)
 - f. Define yvel and yacc (speed) - the movement variables for the y axis
 - g. Call upon the pumpkin gif
5. Define functions
 - a. Defining a star
 - i. The star will be black
 - ii. Drawing the star
 1. Pumpkin.forward(100) - moves the pumpkin
 2. Pumpkin.right(144)
 - b. Defining the movement to get the x and y position
 - i. If ypos < 0 return it back to 4 (starting position)
6. Animation loop
 - a. While running
 - i. Star
 - ii. The x and y movements
 - iii. Panel.update (updating the window)