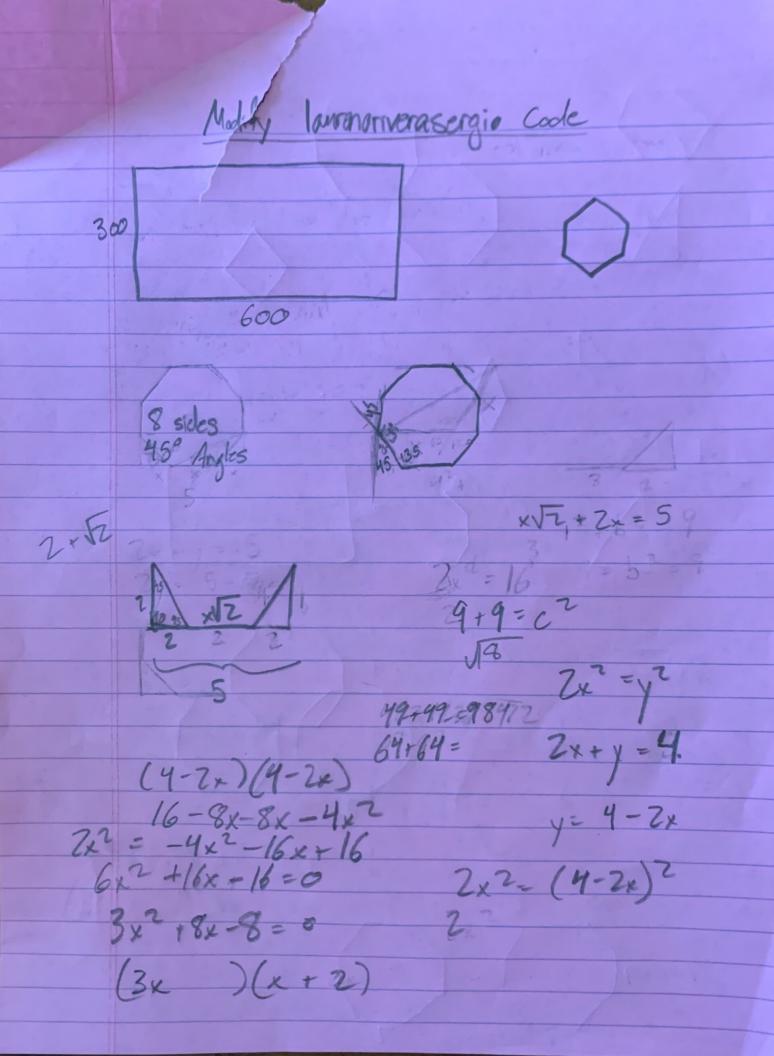
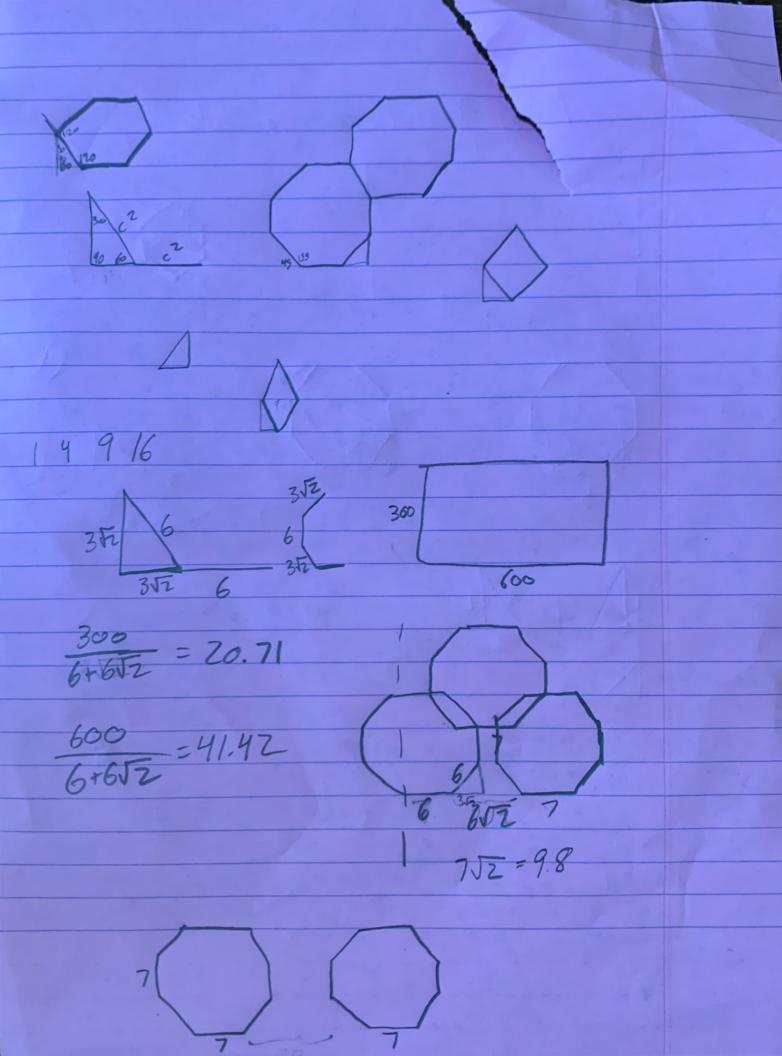
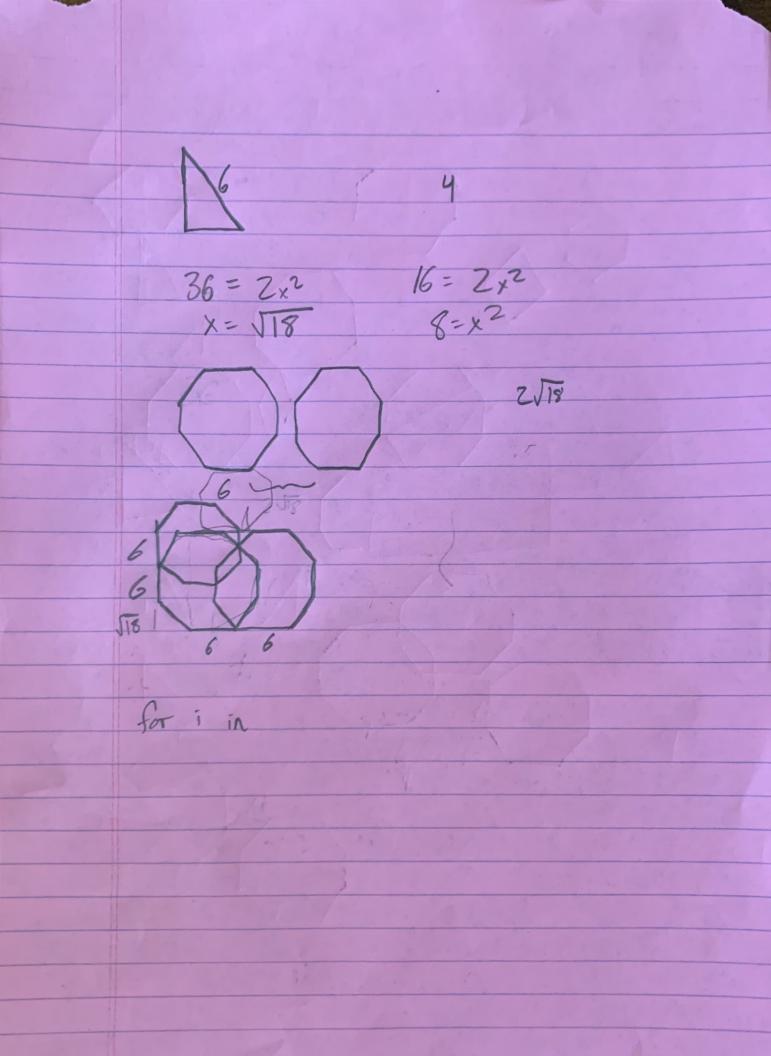
Rain Reef (PCO4) Regulocook 1 1 1 1 1 L3001 600 Import turtle and random libs Create screen (600 x 6000) Set boeliground to light shy blue L> (135, 206, 235 water Color = (0, 105, 148) ? water = turtle() Water, up () water. goto (-300,0) water pencolor (water tolor) water, fillcolor (water Color) water begin \_ fill Owstor down () Water, goto (300,0) water golo (300, -300) water go to (-300, -300) water. goto (-300,0) water, end fill (

water. right (30) for while in range (60) world (10) water begin fill() water forward (10) water. right (60) Could turn this into water forward (10) water, right (60) water forward (10) water end fill () water right (180) water, forward (10) water left (60) water up () INSERT OTHER STUDENTS' PATTERN (for coral) Lo but modify so it is below y = 0. Lo If not possible, change order and print
Shy over any "coral" above y = 0 and then
do woves, Chatstill do ocean bose first) 4) also modify to be random colors?

rain = turtle() rain up ( Pain, pensize (1) Move to for drop in range 1300 Organ logations rain godo and draw Condon Color Coinstrop (line) 7 tain goto (random, randint (-300, 300), random, randint (-300, 300))
rain pencolor (random randint (0, 255), """) rain. down () rain. forward (5) rain, up () turtle done (







bottom |:nx or for in range (20) for i in range (100) for i in range (80)

Set color random

forward 6 lach (600) forward (10) right (90)