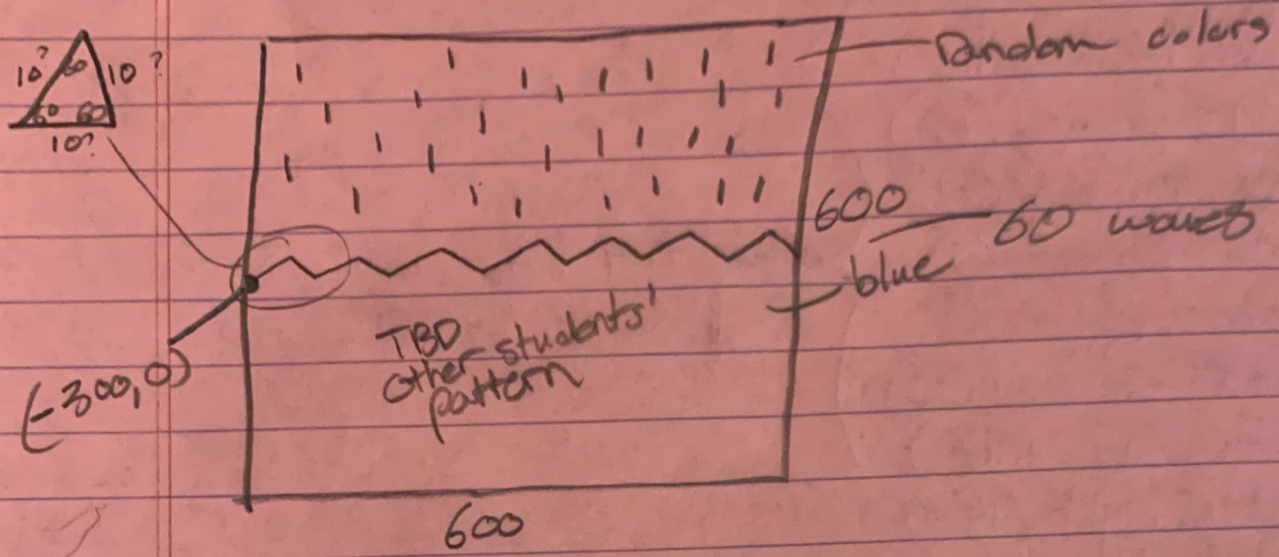
Rain Reef (PC04) Pseudocode



Setup

Import turtle and random libs
Create screen (600 x 600)
Set background to light sky blue
↳ (135, 206, 235)?

waterColor = (0, 105, 148)?

Water

water = turtle()
water.up()
water.goto(-300, 0)
water.pencolor(waterColor)
water.fillcolor(waterColor)
water.down() ← water.begin_fill
water.goto(300, 0)
water.goto(300, -300)
water.goto(-300, -300)
water.goto(-300, 0)
water.end_fill()

```
water.right(30)

for wave in range(60)
    ~~water.forward(10)~~
    water.begin_fill()
    water.forward(10)
    water.right(60)
    water.forward(10)
    water.right(60)
    water.forward(10)
    water.end_fill()
    water.right(180)
    water.forward(10)
    water.left(60)

water.up()
```

Could turn this into a for loop too.

INSERT OTHER STUDENTS' PATTERN (for coral)

↳ but modify so it is below y = 0.

↳ If not possible, change order and print sky over any "coral" above y = 0 and then do waves. (but still do ocean base first)

↳ also, modify to be random colors?

DO RAINBOW RAIN 1st

Rainbow Rain

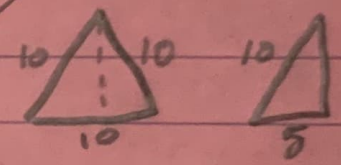
so facing down

```
rain = turtle()
rain.up()
rain.pensize(1)
for drop in range(300):
    rain.goto(
```

rain.right(90)?

more?

Need 5 pixel buffer before vector.



$5^2 + x^2 = 10^2$

25

Move to random locations and draw random color raindrop (line)

```
        rain.goto(random.randint(-300,300), random.randint(-300,300))
        rain.pencolor(random.randint(0,255), " " , " " , " " )
        rain.down()
        rain.forward(5)
        rain.up()

turtle.done()
```