PC04 Pseudocode
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Section 12

Import Turtle Library (import math.turtle)
Create Turtle Panel (turtle.screen)
Change color of panel (turtle.bgcolor())

Begin Art Drawing
Define square drawing (draw_square)
Set range for the number of squares drawn (1-5)
Move turtle forward to begin drawing the square (turtle.forward()) and turtle.right(())
Set keyword for code : (code=)
Set color of pen to draw squares (code.color())
Set code speed (code.speed())
Set pen size (code.pensize())
Begin square by setting range for how many squares (for i in range())
Draw square (code.square())
Determine direction of turtle to draw squares (code.right())
End draw art (draw_art())

Pick up turtle (turtle.up)

Move turtle to top right corner (turtle.goto())

Put down turtle (turtle.down)

Repeat highlighted code
Change size of square and decrease size/number of squares
Change pen color to make square a different color

Pick up turtle (turtle.up)

Move turtle to top left corner (turtle.goto())

Put down turtle (turtle.down)

Repeat highlighted code
Change size of square and decrease size/number of squares
Change pen color to make square a different color

Pick up turtle (turtle.up)

Move turtle to bottom right corner (turtle.goto())

Put down turtle (turtle.down)

Repeat highlighted code
Change size of square and decrease size/number of squares
Change pen color to make square a different color

Pick up turtle (turtle.up)

Move turtle to bottom left corner (turtle.goto())

Put down turtle (turtle.down)

Repeat highlighted code
Change size of square and decrease size/number of squares
Change pen color to make square a different color