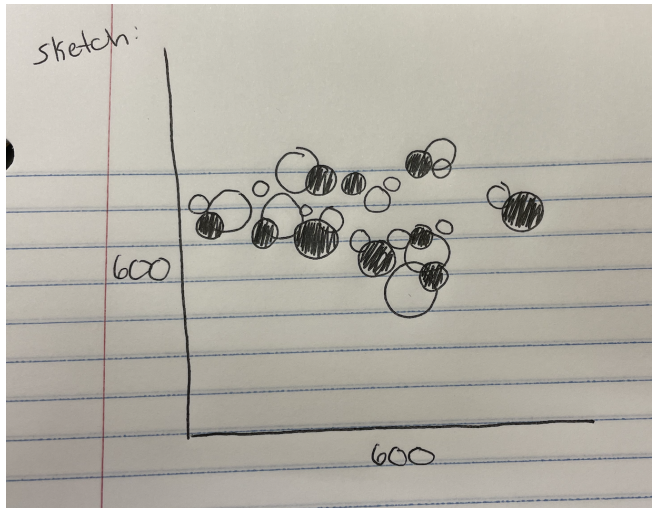


Pseudocode: Maggie Paul, Caroline Holzapfel  
# pseudocode inspiration from Jacquie Silvern

### Sketch



Import Libraries- turtle, random, math

Create panel

- Panel = turtle.Screen()

Panel size

- w= 600
- h= 600

Panel background color

- panel.bgcolor(0,0,0)

Make a FILLED circle

- fillCircle = turtle.Turtle()
- Radius
  - fillCircle.circle(random.randint(lowVal, highVal))
    - lowVal = 10
    - highVal = 80
- Pen Size
  - fillCircle.pensize(random.randint(lowVal, highVal))
    - lowVal = 2
    - highVal = 8
- Color
  - random.choice(circlePalette)
  - fillCirclePalette = [ gray70, LightBlue3, MediumPurple1, linen]
- Fill
  - randint set variable to radius of other variable
  - Outer = randint

- Inner = randint
- Location
  - fillCircle.goto(random.randint(lowVal, highVal))
    - lowVal = (-300, -300)
    - highVal = (300, 300)

Make a UNFILLED circle

- circle = turtle.Turtle()
- Radius
  - circle.circle(random.randint(lowVal, highVal))
    - lowVal = 10
    - highVal = 80
- Pen Size
  - circle.pensize(random.randint(lowVal, highVal))
    - lowVal = 2
    - highVal = 8
- Color
  - random.choice(circlePalette)
  - circlePalette = [DarkSeaGreen, coral1, CornflowerBlue, LightPink]
- Location
  - circle.goto(random.randint(lowVal, highVal))
    - lowVal = (-300, -300)
    - highVal = (300, 300)

turtle.down()

for fillCircle in range():

fillCircle.circle(random.randint(10, 80))

fillCircle.forward(inner = random.randint(), outer = random.randint())

fillCircle.right(inc)

turtle.up()

turtle.down()

for circle in range():

circle.circle(random.randint(10, 80))

circle.forward(innerRad)

circle.right(inc)

turtle.up()