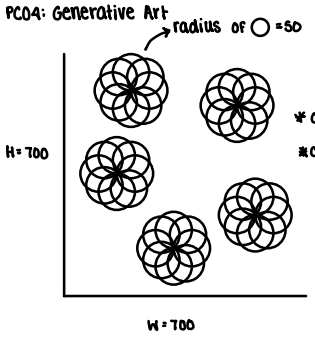
PC04: Generative Art



TASKS

- import
- Define
- B loop
- R loop
- G loop
- P loop
- L loop

Steps

- import libraries (turtle, math, random)
- Create pannel
  - width and height = 700
- Define variables
  - create list of locations (coordinates)
  - Create palettes
  - create radius
- Create blueturtle = bt
  - Change bt pen size(3) and speed (10)
  - for b in range (60):
    - bt. goto(random. choice (location))
    - bt. pencolor (random. choice (bPalette))
    - bt. circle(radius)
    - bt. left(6)
- Create red turtle = rt
  - Change bt pen size(3) and speed (10)
  - for r in range (60):
    - rt. goto(random. choice (location))
    - rt. pencolor (random. choice (r Palette))
    - rt. circle(radius)
    - rt. left(6)
- Create greenturtle = gt
  - Change bt pen size(3) and speed (10)
  - for g in range (60):
    - gt. goto(random. choice (location))
    - gt. pencolor (random. choice (g Palette))
    - gt. circle(radius)
    - gt. left(6)
- Create Pink turtle = pt
  - Change bt pen size(3) and speed (10)
  - for p in range (60):
    - pt. goto(random. choice (location))
    - pt. pencolor (random. choice (p Palette))
    - pt. circle(radius)
    - pt. left(6)
- Create purple turtle = lt
  - Change bt pen size(3) and speed (10)
  - for l in range (60):
    - lt. goto(random. choice (location))
    - lt. pencolor (random. choice (l Palette))
    - lt. circle(radius)
    - lt. left(6)