

Pseudocode:

Import turtle and math library

Set colormode

Create a variable panel and it's value

Set rgb values

Set speed

Pick the pen up

declare variable radius

Give variable value.

Radius = 50

Go to the coordinates (-550,550)

Create a for loop to create circles range ()

    Turtle down

    Turtle circle(radius)

    Turtle forward

    Pick pen up

    Turtle forward

Pen up

Go to coordinates (-550,0)

Create a for loop for squares range()

    Pen down

    Random color palette

    Turtle forward

    Turtle right