



I wanted to create a pattern with the background being a series of squares that go from darker to lighter as a pink ombre. Additionally, in the center I wanted to create a triangle pattern in a circle with randomized green shades for each triangle.

rgb colors that I like:

(13, 47, 47) - dark teal
 (84, 159, 159) - medium teal
 (168, 266, 266) - light teal
 (226, 240, 240) - lightest blue

rgb - background pink ombres

(255, 223, 215)
 (255, 205, 191)
 (255, 184, 166)
 (255, 165, 142)
 (255, 138, 107)
 (255, 115, 78)

```
import turtle library
import random library
```

```
create panel # 600 x 600
```

```
define list tealPalette as [(13, 47, 47), (84, 159, 159), (168, 266, 266), (226, 240, 240)]
```

```
define list pinkPalette as [(255, 223, 215), (255, 205, 191), (255, 184, 166), (255, 165, 142),  
(255, 138, 107), (255, 115, 78)]
```

```
define turtle(BACKGROUND)
```

```
define squareNum as 5(?)
```

```
// for loop to iterate through steps to create multiple pink squares as the background
```

```
for squareNum in range(5):
```

```
    define numSize as 600
```

```
        for i in range(4): # for loop to create a square
```

```
            turtle.forward(numSize)
```

```
            turtle.right(90)
```

```
define turtle(CENTER)
```

```
define angleTri as (30)
```

```
for loop to iterate through steps #to create a pattern of triangles in a circle pattern in the middle  
of the screen
```

```
for angleTri in range(360):
```

```
    center.down()
```

```
    center.color(random.choice(tealPalette)) // random line color
```

```
    center.fillcolor(random.choice(tealPalette)) // random fill color
```

```
    center.begin_fill()
```

```
    center.forward(15)
```

```
    center.right(60)
```

```
    center.forward(15)
```

```
    center.right(60)
```

```
    center.forward(15)
```

```
    center.end_fill()
```

```
    center.up()
```

```
    center.end_fill()
```

```
    center.right(angle)
```