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The code for the turtle programs are txt files located in the Lab1 folder. The images they generated are located in the images folder. To run each of the turtle programs, build and run the main program, and load the corresponding txt file. Please close the main program and restart the program before running the next turtle program to avoid overlapping of figures. At the end of each turtle program, there is an example function that generates the images. To run the turtle functions with another set of parameters, simply change the parameters of the example function call in the corresponding txt file.

Note: ResetTurtle[] also erases all figures previously drawn on canvas.
Note: Angle in Tree and Bush is the angle between the "trunk" and the "branches"; Scale in Tree is the ratio between the length of the branches and the length of the trunk.
Note: For the star program, the turtle does not end up at the same heading or position it started with. This is because for an even-vertices star, the figure consists of two different closed paths.

Flag of Freedonia:
The new flag of Freedonia needed to contrast the old, gruesome one. The green tree represents new growth in the country's history, and the hearts within it along with the secondary pink color represent peace among the people in its new democracy. The five yellow stars above the tree represent the five branches of the new government and their duty to properly serve all the people of Freedonia.

The commands needed to run this function are Tree, Shift, and Star. Everything else can be done with basic commands.