import java.util.Random;

public class Shapes {

public static void main(String[] args) {

// Task 1: Draw a regular shape

Turtle t = new Turtle();

for(int y=0;y<8;y++)

{

t.left(60);

t.forward(50);

}

// Task 2: Draw a regular shape many times

for(int z=0;z<10;z++)

{

for(int y=0;y<8;y++)

{

t.left(60);

t.forward(50);

}

t.up();

t.left(144);

t.forward(50);

t.down();

}

//Application A:Option 3 Many Iterations

Random why=new Random();

int randomNumber=why.nextInt(100);

//for(int z=0;z<100;z++)

{

//for(int y=0;y<8;y++)

{

//t.left(60);

//t.forward(50);

}

//t.up();

//t.left(183);

//t.forward(120);

//t.down();

}

// Application B:Random

//Random why=new Random();

for(int z=0;z<10;z++)

{

int randomnumber=why.nextInt(100);

for(int y=0;y<8;y++)

{

t.left(60);

t.forward(50);

}

t.up();

t.forward(randomnumber);

t.down();

System.out.println(randomnumber);

}

}

}