Reforestation with Turtles

Filename: `turtletree`

Unfortunately, all the trees are gone. Sucks. The world isn't doing so great with no trees, but you and your trusty turtle might have a solution.

The Problem:

Extend the turtle.Turtle class to create a new turtle with a `generate_tree(max_depth)` method that generates a Y fractal tree with green leaves. Each turn should be 30°, or π/6 radians.

(Hint: Recursive methods could be useful here)

The Output:

A fractal tree going to the specified max depth, with green leaves.

Sample Output: