

TURTLE PROGRAM INSTRUCTION SHEET

An (Almost) 3 Step Program

Landon Lewis

Group 6

Step 1:

TURTLE

```
What shape would you like to draw? (Square, Triangle, Circle, or Star):
```

When starting the program you will be met with the following input statement, along with some ASCII art to add more to the program.

For this input you must put in one of the options shown in the text, those being (Square, Triangle, Circle, or Star).

If inputted correctly, the Turtle should draw you the shape of your choosing in the display window that pops up when starting the program.

Step 2:

```
What shape would you like to draw? (Square, Triangle, Circle, or Star): Circle  
You have selected to draw a Circle.  
Would you like to draw another shape? (Y or N): █
```

After selecting a shape, it will tell you which shape you picked and draw it on the display window. Once the Turtle is finished drawing it, it will then ask if you'd like to draw another shape.

Any shapes drawn will overlap and be drawn in the same place each time (as this is just a test program).

Step 2.5:

```
Would you like to draw another shape? (Y or N): Y
```

```
What shape would you like to draw? (Square, Triangle, Circle, or Star): █
```

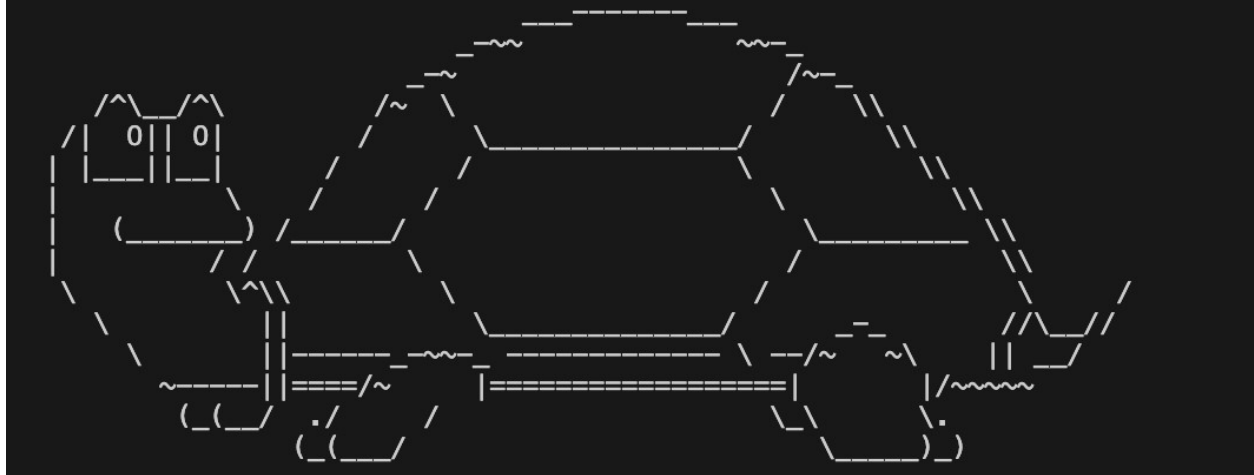
If you type Y (for Yes) then the program will then ask you again to pick one of the shapes to be drawn.

You can do this as many times as you'd like but as said in the last step they will overlap, and this is only to preview the programs library.

Step 3:

```
Would you like to draw another shape? (Y or N): N
```

```
Thank you for using Turtle.
```



If you type N (for No) then you'll be at the end of the program, you'll also be greeted by another ASCII art just to add some more customization to the program.

Thank you for trying my program, I hope my instructions were easy to follow and that you liked the program.