Turtle Assignment Codes

import turtle

import random

pen = turtle.Turtle()

pen.speed("fastest")

def movePen(xPos, yPos):

pen.pu()

pen.fd(xPos)

pen.right(90)

pen.fd(yPos)

pen.left(90)

pen.pd()

def blueBox(color, size):

pen.pd()

pen.color(color)

for i in range(4):

pen.fd(size)

pen.right(90)

pen.pu()

def questionOne():

movePen(0, 0)

blueBox("blue", 40)

movePen(20, 60)

blueBox("blue", 40)

movePen(80, 0)

blueBox("blue", 40)

movePen(-100, -60)

blueBox("blue", 40)

#Bottom Left: 1

#Bottom Right: 2

#Top Right: 3

#Top Left: 4

def modifiedBlueBox(x, y, color, size, side):

pen.pu()

pen.setposition(x, y)

pen.pd()

pen.color(color)

for i in range(4):

pen.fd(size)

pen.right(90)

if (side == 1):

pen.begin\_fill()

pen.right(45)

pen.fd(size + size/ 2.5)

pen.left(225)

pen.fd(size)

pen.right(90)

pen.fd(size)

pen.right(90)

pen.end\_fill()

if(side == 2):

pen.begin\_fill()

pen.fd(size)

pen.right(135)

pen.fd(size + size/ 2.5)

pen.left(-225)

pen.fd(size)

pen.left(90)

pen.fd(size)

pen.left(90)

pen.fd(size)

pen.right(180)

pen.end\_fill()

if(side == 3):

pen.begin\_fill()

pen.right(45)

pen.fd(size + size/ 2.5)

pen.left(135)

pen.fd(size)

pen.left(90)

pen.fd(size)

pen.right(180)

pen.end\_fill()

if(side == 4):

pen.begin\_fill()

pen.right(90)

pen.fd(size)

pen.left(-225)

pen.fd(size + size/ 2.5)

pen.left(135)

pen.fd(size)

pen.right(180)

pen.end\_fill()

xPos = 0

yPos = 0

size = 50

setOne = True

setOneFirst = True

setTwoFirst = True

for i in range(8):

for j in range(8):

if(setOne):

if(setOneFirst):

modifiedBlueBox(xPos, yPos, "black", size, 2)

setOneFirst = False

else:

modifiedBlueBox(xPos, yPos, "black", size, 3)

setOneFirst = True

if(not(setOne)):

if(setTwoFirst):

modifiedBlueBox(xPos, yPos, "black", size, 1)

setTwoFirst = False

else:

modifiedBlueBox(xPos, yPos, "black", size, 4)

setTwoFirst = True

xPos += size

if(setOne):

setOne = False

else:

setOne = True

yPos -= size

xPos = 0