import turtle

myPen = turtle.Turtle()

#myPen.color("red")

#myPen.circle(60)

#myPen.color("red")

#myPen.right(90)

#myPen.forward(10)

#myPen.left(90)

#myPen.forward(70)

#myPen.left(90)

#myPen.forward(140)

#myPen.left(90)

#myPen.forward(140)

#myPen.left(90)

#myPen.forward(140)

#myPen.left(90)

#myPen.forward(70)

#myPen.up

#myPen.forward(30)

#myPen.left(90)

#myPen.forward(100)

#myPen.right(90)

#myPen.forward(100)

#myPen.left(90)

#myPen.forward(30)

#myPen.left(90)

#myPen.forward(100)

#myPen.right(90)

#myPen.forward(100)

#myPen.left(90)

#myPen.forward(30)

#myPen.left(90)

#myPen.forward(100)

#myPen.right(90)

#myPen.forward(100)

#myPen.left(90)

#myPen.forward(30)

#myPen.left(90)

#myPen.forward(100)

#myPen.right(90)

#myPen.forward(100)

#myPen.left(90)

#myPen.forward(30)

#myPen.begin\_fill()

#for i in range(4):

#myPen.fd(60)

#myPen.rt(90)

#myPen.end\_fill()

#myPen.forward(60)

#for i in range(4):

#myPen.fd(60)

#myPen.rt(90)

#myPen.left(90)

#for i in range(4):

#myPen.fd(60)

#myPen.rt(90)

#myPen.left(90)

#for i in range(4):

#myPen.fd(60)

#myPen.rt(90)

#myPen.circle(100)

#myPen.circle(95)

#myPen.circle(90)

#myPen.circle(85)

#myPen.circle(80)

#myPen.circle(75)

#myPen.circle(70)

#myPen.circle(65)

#myPen.circle(60)

#myPen.circle(55)

#myPen.circle(50)

#myPen.circle(45)

#myPen.circle(40)

#myPen.circle(35)

#myPen.circle(30)

#myPen.circle(25)

#myPen.circle(20)

#myPen.circle(15)

#myPen.circle(10)

#myPen.circle(5)

#myPen.circle(0)

#for i in range(2):

#myPen.forward(10)

#myPen.right(90)

#for i in range(2):

#myPen.forward(20)

#myPen.right(90)

#for i in range(2):

#myPen.forward(30)

#myPen.right(90)

#for i in range(2):

#myPen.forward(40)

#myPen.right(90)

#for i in range(2):

#myPen.forward(50)

#myPen.right(90)

#for i in range(2):

#myPen.forward(60)

#myPen.right(90)

#for i in range(2):

#myPen.forward(70)

#myPen.right(90)

#for i in range(2):

#myPen.forward(80)

#myPen.right(90)

#for i in range(2):

#myPen.forward(90)

#myPen.right(90)

#for i in range(2):

#myPen.forward(100)

#myPen.right(90)

#for i in range(2):

#myPen.forward(110)

#myPen.right(90)

#for i in range(2):

#myPen.forward(120)

#myPen.right(90)

#for i in range(2):

#myPen.forward(130)

#myPen.right(90)

#for i in range(2):

#myPen.forward(140)

#myPen.right(90)

#for i in range(2):

#myPen.forward(150)

#myPen.right(90)

#for i in range(2):

#myPen.forward(160)

#myPen.right(90)

#for i in range(3):

#myPen.forward(170)

#myPen.right(90)

#myPen.shape("arrow")

#myPen.color("red")

#myPen.delay(5) #Set the speed of the turtle

#for i in range(0,11):

#yFrom=10-i

#xTo=i

#myPen.penup()

#myPen.goto(0,20\*yFrom)

#myPen.pendown()

#myPen.goto(20\*xTo,0)

#for i in range(0,11):

#yFrom=10-i

#xTo=i

#myPen.penup()

#myPen.goto(0,-20\*yFrom)

#myPen.pendown()

#myPen.goto(20\*xTo,0)

#for i in range(0,11):

#yFrom=10-i

#xTo=i

#myPen.penup()

#myPen.goto(0,20\*yFrom)

#myPen.pendown()

#myPen.goto(-20\*xTo,0)

#for i in range(0,11):

#yFrom=10-i

#xTo=i

#myPen.penup()

#myPen.goto(0,-20\*yFrom)

#myPen.pendown()

#myPen.goto(-20\*xTo,0)