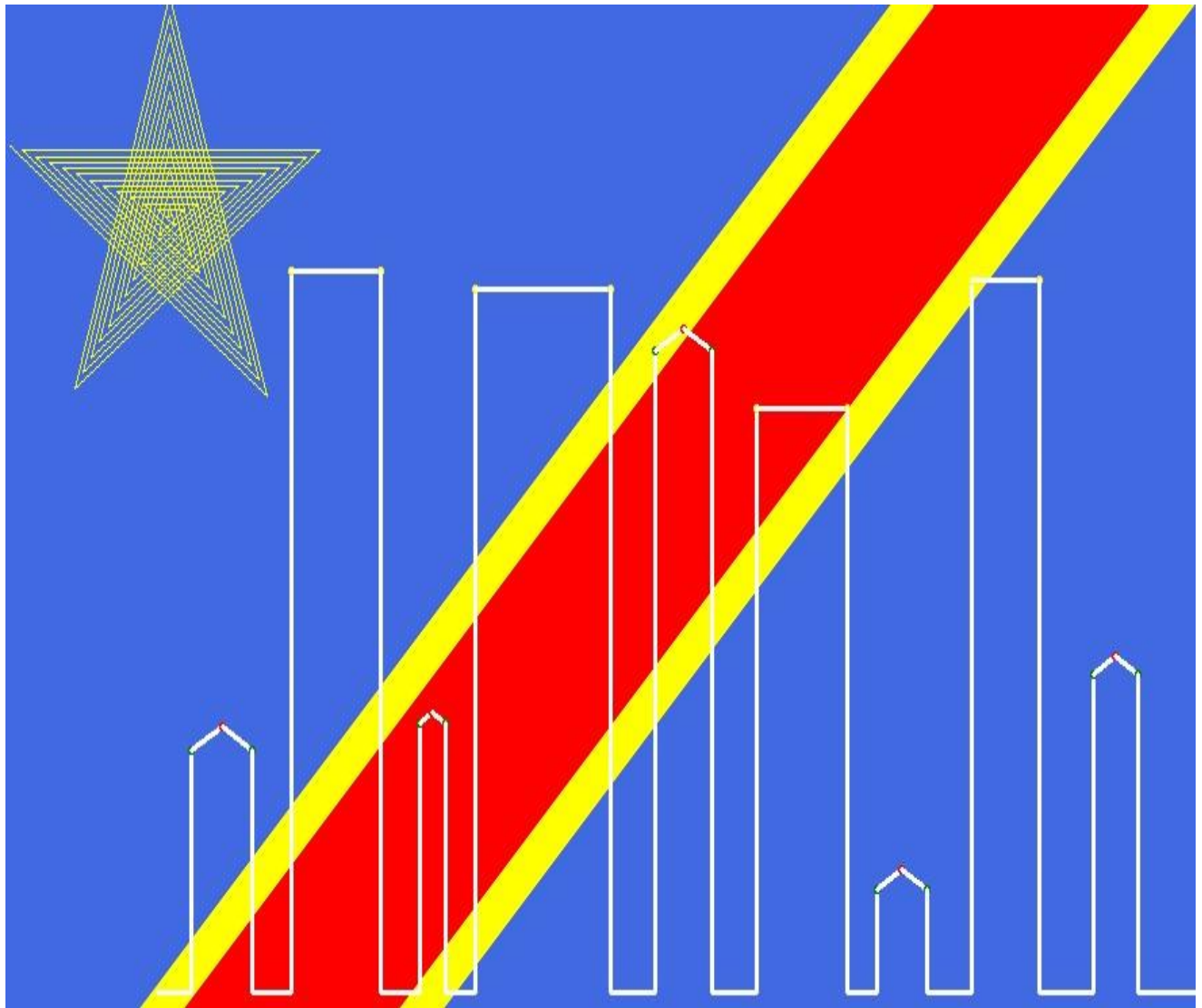# Democratic Republic of Congo: Art of the lost city of Kinshasa – Gwen Marie S Bashizi

In this assignment, I represent my origins flag through the art of turtle Python.

```python
import random
import turtle #imports turtle library
turtle.speed(0) #sets turtle speed to max speed by removing animation of drawing
turtle.bgcolor('royalblue') #sets background to canvas as royal blue
n = 60
def star_yellow(): # defines a funciton called Star_yellow
    turtle.width(1) # sets the width of the pen (aka thickness) to 55 pixels
    turtle.color('yellow') #sets pen color to yellow
    turtle.penup() #lifts pen up to allow to move turtle around canvas without drawing
    turtle.goto(-340,230) #place turtle on canvas coordinates
    turtle.pendown() #places pen back down


    for i in range(n): #for loop for star lattices
        turtle.forward(i*4)
        turtle.right(144) # turtle change direction by 144 degrees


    first_yellow() #run following function

def first_yellow(): #defines function called first yellow line
    turtle.width(30) #changes width to smaller width of pen
    turtle.color('yellow') #changes color to yello
    turtle.penup()
    turtle.goto(-390,-260) #moves turtle to bottom left without drawing
    turtle.pendown()
    for i in range(150): #do this loop many times
        turtle.left(90) #turns left 90 degrees
        turtle.forward(4) #goes forward small amount of pixels
        turtle.right(90) #go right 90 degrees
        turtle.forward(4) #go forward yet again 4 pixels
    second_yellow()
```

```python
#Same thing goes on for the rest of the flag.

def second_yellow():
    turtle.width(30)
    turtle.color('yellow')
    turtle.penup()
    turtle.goto(-270,-320)
    turtle.pendown()
    for i in range(170):
        turtle.left(90)
        turtle.forward(4)
        turtle.right(90)
        turtle.forward(4)
    red()

def red():
    turtle.width(110)
    turtle.color('red')
    turtle.penup()
    turtle.goto(-380,-340)
    turtle.pendown()
    for i in range(180):
        turtle.left(90)
        turtle.forward(4)
        turtle.right(90)
        turtle.forward(4)

star_yellow()

import turtle as t
import random as r
```

```python
65
66    t.up()
67    t.goto(-350, -200)
68    t.color('white')
69    t.down()
70    turtle.pensize(3)
71    #To begin with I am going to over line the capital Kinshasa on the Congolese Flag.
72    def city(n, size):
73        square_pos = 0
74
75        while square_pos < n:
76            height = r.randrange(40, 2*size)
77            width = r.randrange(10, 30)
78            length = r.randrange(20, 24)
79            t.forward(size/r.randrange(5,10))
80            t.left(90)
81            t.forward(height)
82            if square_pos % 2 == 0:
83                t.dot(6, 'green')
84                t.right(60)
85                t.forward(width)
86                t.dot(6, 'red')
87                t.right(60)
88                t.forward(width)
89                t.dot(6, 'green')
90                t.right(60)
91            else:
92                t.right(90)
93                t.dot(6, 'yellow')
94                t.forward(size/r.randrange(2, 5))
95                t.dot(6, 'yellow')
96                t.right(90)
```

```python
 96                    t.right(90)
 97
 98              t.forward(height)
 99              t.left(90)
100              square_pos += 1
101
102         t.forward(3*Length)
103         t.left(60)
104         t.forward(height)
105         t.dot(14, 'blue')
106         t.right(120)
107         t.forward(height)
108
109
110
111     print(city(9, 200))
112
113
```

Clear version

```python
import random  import turtle #imports turtle library  turtle.speed(0) #sets turtle
speed to max speed by removing animation of drawing  turtle.bgcolor('royalblue')
#sets background to canvas as royal blue  n = 60  def star_yellow(): # defines a
funciton called Star_yellow          turtle.width(1) # sets the width of the pen (aka
thickness) to 55 pixels        turtle.color('yellow') #sets pen color to yellow
    turtle.penup() #lifts pen up to allow to move turtle around canvas without
drawing       turtle.goto(-340,230) #place turtle on canvas coordinates
turtle.pendown() #places pen back down
```

```python
    for i in range(n): #for loop for star lattices
turtle.forward(i*4)            turtle.right(144) # turtle change
direction by 144 degrees
```

```python
first_yellow() #run following function



def first_yellow(): #defines function called first yellow line
turtle.width(30) #changes width to smaller width of pen
turtle.color('yellow') #changes color to yello        turtle.penup()
turtle.goto(-390,-260) #moves turtle to bottom left without drawing
turtle.pendown()        for i in range(150): #do this loop many times
turtle.left(90) #turns left 90 degrees              turtle.forward(4) #goes
forward small amount of pixels             turtle.right(90) #go right 90
degrees            turtle.forward(4) #go forward yet again 4 pixels
second_yellow()



 #Same thing goes on for the rest of the flag.



def second_yellow():
turtle.width(30)
turtle.color('yellow')
turtle.penup()        turtle.goto(-270,-
320)        turtle.pendown()         for i
in range(170):
turtle.left(90)
turtle.forward(4)
turtle.right(90)
turtle.forward(4)      red()



def red():
turtle.width(110)
```

```python
turtle.color('red')
turtle.penup()
turtle.goto(-380,-340)
turtle.pendown()        for i
in range(180):
turtle.left(90)
turtle.forward(4)
turtle.right(90)
turtle.forward(4)


star_yellow()


import turtle as t  import
random as r


t.up()
t.goto(-350, -200)
t.color('white')
t.down()  turtle.pensize(3)
 #To begin with I am going to over line the capital Kinshasa on the Congolese
Flag.
def city(n, size):
square_pos = 0
        while square_pos
< n:
        height = r.randrange(40, 2*size)
width = r.randrange(10, 30)            Length
= r.randrange(20, 24)
```

```python
        t.forward(size/r.randrange(5,10))
        t.left(90)
        t.forward(height)
if square_pos % 2 == 0:
            t.dot(6, 'green')
            t.right(60)
            t.forward(width)
            t.dot(6, 'red')
            t.right(60)
            t.forward(width)
            t.dot(6, 'green')
            t.right(60)
else:
            t.right(90)
            t.dot(6, 'yellow')
            t.forward(size/r.randrange(2, 5))
            t.dot(6, 'yellow')
            t.right(90)


        t.forward(height)
        t.left(90)
square_pos += 1


    t.forward(3*Length)
    t.left(60)
    t.forward(height)
    t.dot(14, 'blue')
    t.right(120)
```

```
t.forward(height)
```

```
print(city(9, 200))
```