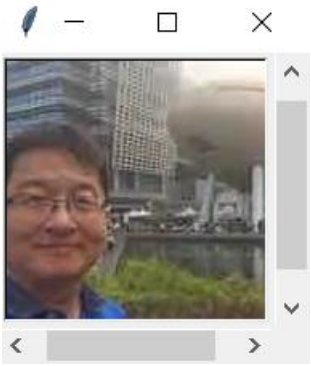
The Fok.py file demonstrates a method of drawing images using Python's turtle graphics library functions, which sets up a drawing environment by creating a 194 × 194 window on the screen and drawing pixel paintings in a specific color order on the screen, advancing one pixel at a time and changing the color once. Here are some important details explained:

screen. delay (0) and screen. tracer (0) are used to cancel the delay of drawing and turn off automatic refresh, allowing drawing to be completed instantly.
turtle. colormode (255) sets the color mode to RGB values, with a range of 0-255 for each color channel.
turtle. resize (1) Set the pen size to 1 pixel.
turtle. speed (0) sets the speed of the turtle to the fastest, meaning no animation is displayed.
The D (x, y) function converts the given coordinates into the coordinate system of the turtle, so that (0,0) is at the center of the screen.
Using turtle. pencolor() to change the color of the brush, which is given in the form of RGB tuples.
Using the turtle. forward (1) command to move the glans forward by one pixel.

Wait a moment, and finally you can see a WeChat avatar of Fok drawn in the window. Accomplished!



Link:
Edge-computing-device-programming-for-AI-projects/Assignment 1 Draw your own image at main · GuoQuanfeng/Edge-computing-device-programming-for-AI-projects (github.com)