‘’’This code sets up a white board window with a turtle that can draw circles and lines. When the user clicks the screen, a circle is drawn at the mouse location. When the user presses the "c" key, the screen is cleared.

’’’

import turtle

# Set up the turtle

turtle.setup(800, 600) # Set the window size to 800x600 pixels

turtle.title("White Board") # Set the window title to "White Board"

turtle.penup() # Lift the pen up to prevent drawing

turtle.speed(0) # Set the turtle speed to the fastest

# Define some functions for drawing

def draw\_circle(x, y):

turtle.goto(x, y)

turtle.pendown()

turtle.circle(50)

turtle.penup()

def draw\_line(x1, y1, x2, y2):

turtle.goto(x1, y1)

turtle.pendown()

turtle.goto(x2, y2)

turtle.penup()

# Set up the event listeners

turtle.onscreenclick(draw\_circle) # When the user clicks the screen, draw a circle at the mouse location

turtle.onkeypress(turtle.clear, "c") # When the user presses the "c" key, clear the screen

turtle.listen() # Start listening for events

# Run the turtle graphics loop

turtle.mainloop()