from turtle import \*

# Doraemon with Python Turtle

def ankur(x, y):

penup()

goto(x, y)

pendown()

def aankha():

fillcolor("#ffffff")

begin\_fill()

tracer(False)

a = 2.5

for i in range(120):

if 0 <= i < 30 or 60 <= i < 90:

a -= 0.05

lt(3)

fd(a)

else:

a += 0.05

lt(3)

fd(a)

tracer(True)

end\_fill()

def daari():

ankur(-32, 135)

seth(165)

fd(60)

ankur(-32, 125)

seth(180)

fd(60)

ankur(-32, 115)

seth(193)

fd(60)

ankur(37, 135)

seth(15)

fd(60)

ankur(37, 125)

seth(0)

fd(60)

ankur(37, 115)

seth(-13)

fd(60)

def mukh():

ankur(5, 148)

seth(270)

fd(100)

seth(0)

circle(120, 50)

seth(230)

circle(-120, 100)

def muflar():

fillcolor('#e70010')

begin\_fill()

seth(0)

fd(200)

circle(-5, 90)

fd(10)

circle(-5, 90)

fd(207)

circle(-5, 90)

fd(10)

circle(-5, 90)

end\_fill()

def nak():

ankur(-10, 158)

seth(315)

fillcolor('#e70010')

begin\_fill()

circle(20)

end\_fill()

def black\_aankha():

seth(0)

ankur(-20, 195)

fillcolor('#000000')

begin\_fill()

circle(13)

end\_fill()

pensize(6)

ankur(20, 205)

seth(75)

circle(-10, 150)

pensize(3)

ankur(-17, 200)

seth(0)

fillcolor('#ffffff')

begin\_fill()

circle(5)

end\_fill()

ankur(0, 0)

def face():

fd(183)

lt(45)

fillcolor('#ffffff')

begin\_fill()

circle(120, 100)

seth(180)

# print(pos())

fd(121)

pendown()

seth(215)

circle(120, 100)

end\_fill()

ankur(63.56, 218.24)

seth(90)

aankha()

seth(180)

penup()

fd(60)

pendown()

seth(90)

aankha()

penup()

seth(180)

fd(64)

def taauko():

penup()

circle(150, 40)

pendown()

fillcolor('#00a0de')

begin\_fill()

circle(150, 280)

end\_fill()

def Doraemon():

taauko()

muflar()

face()

nak()

mukh()

daari()

ankur(0, 0)

seth(0)

penup()

circle(150, 50)

pendown()

seth(30)

fd(40)

seth(70)

circle(-30, 270)

fillcolor('#00a0de')

begin\_fill()

seth(230)

fd(80)

seth(90)

circle(1000, 1)

seth(-89)

circle(-1000, 10)

# print(pos())

seth(180)

fd(70)

seth(90)

circle(30, 180)

seth(180)

fd(70)

# print(pos())

seth(100)

circle(-1000, 9)

seth(-86)

circle(1000, 2)

seth(230)

fd(40)

# print(pos())

circle(-30, 230)

seth(45)

fd(81)

seth(0)

fd(203)

circle(5, 90)

fd(10)

circle(5, 90)

fd(7)

seth(40)

circle(150, 10)

seth(30)

fd(40)

end\_fill()

seth(70)

fillcolor('#ffffff')

begin\_fill()

circle(-30)

end\_fill()

ankur(103.74, -182.59)

seth(0)

fillcolor('#ffffff')

begin\_fill()

fd(15)

circle(-15, 180)

fd(90)

circle(-15, 180)

fd(10)

end\_fill()

ankur(-96.26, -182.59)

seth(180)

fillcolor('#ffffff')

begin\_fill()

fd(15)

circle(15, 180)

fd(90)

circle(15, 180)

fd(10)

end\_fill()

ankur(-133.97, -91.81)

seth(50)

fillcolor('#ffffff')

begin\_fill()

circle(30)

end\_fill()

# Doraemon with Python Turtle

ankur(-103.42, 15.09)

seth(0)

fd(38)

seth(230)

begin\_fill()

circle(90, 260)

end\_fill()

ankur(5, -40)

seth(0)

fd(70)

seth(-90)

circle(-70, 180)

seth(0)

fd(70)

ankur(-103.42, 15.09)

fd(90)

seth(70)

fillcolor('#ffd200')

# print(pos())

begin\_fill()

circle(-20)

end\_fill()

seth(170)

fillcolor('#ffd200')

begin\_fill()

circle(-2, 180)

seth(10)

circle(-100, 22)

circle(-2, 180)

seth(180 - 10)

circle(100, 22)

end\_fill()

goto(-13.42, 15.09)

seth(250)

circle(20, 110)

seth(90)

fd(15)

dot(10)

ankur(0, -150)

black\_aankha()

if \_\_name\_\_ == '\_\_main\_\_':

screensize(800, 600, "#f0f0f0")

bgcolor("black")

pensize(3)

speed(9)

Doraemon()

ankur(100, -300)

mainloop()