Name Jack Sweeney   03.02 for Loops

Insert your pseudocode here:

Background

- Adding turtle graphics functionality
- Naming the turtle Joe I will be making

Output

- Color turtle green, go straight, turn left 105 degrees
- color turtle orange, go straiht, turn left 105 degrees
- repeat 40 times
- say Joe

Insert a copy of your code from IDLE here:

#Jack Sweeney 7/12/18
#This creates Joe a green and orange circular illusion

import turtle

def main():

#Naming Turtle
  joe = turtle.Turtle()

#Making Joe
  for joe in range(40):
          joe.color("green")
    joe.forward(60)
    joe.left(105)
                joe.color("orange")
                joe.forward(60)
                joe.left(105)

        print "Joe"

main()

Part Three: Complete the Post Mortem Review (PMR). Write thoughtful two to three sentence responses to all the questions in the PMR chart.

Review Question	Response
What was the purpose of your program?	The purpose of my program is to create Joe. Joe is a circular shape that is green and yellow.
How could your program be useful in the real world?	This program could be useful in the real world if modified to show kids colors and shapes to help them learn. The program could say the color of the shape and the actual shape name.
What is a problem you ran into and how did you fix it?	When making the program I knew I wanted two colors so I changed the color of the angle and the color of the forward motion. Angles do not show up as a different color so I had to change the forward motion to change colors after each turn.
Describe one thing you would do differently the next time you write a program.	The next time I write a program with turtle graphics I would like to make a more sophisticated shape. Another thing is id also add more colors to the shape.