

Insert your pseudocode here:

Input- Ask the direction the user wants to go, ask if the user wants another move after each move

Background- define functions three one for each direction a user can pick, set a loop to run based on the user input of y or n, change what direction is run each time by taking the users input and putting it into a if statement.

Output- Show the available directions for the user to input, turtle graphics each time the user inputs a direction.

Insert your program code here:

#Jack Sweeney 8/1/18

#This program lets a user draw something in turtle graphics with simple letter commands that chose which direction the turtle goes.

```
import turtle
```

```
#Defining turtle Direction choices
```

```
def goForward(turtle):
```

```
    turtle.color("green")
```

```
    turtle.forward(60)
```

```
def goLeft(turtle):
```

```
    turtle.color("red")
```

```
    turtle.left(90)
```

```
    turtle.forward(60)
```

```
def goRight(turtle):
```

```
    turtle.color("blue")
```

```
    turtle.right(90)
```

```
    turtle.forward(60)
```

```

def main():

    pen = turtle.Turtle()

#Directions

    print "_____ "

    print "Draw a picture by Using these letters"

    print "as direction choice for the turtle.  "

    print "__ Letter      Direction  __"

    print "__ R          Right    __"

    print "__ L          Left     __"

    print "__ F          Forward   __"

    print "_____ "

#loop for repeating choice of direction

    againStatus = "y"

    while(againStatus == "y"):

#Choosing direction

        direction = input ("Which way do you want to go ? Use R, L and F for
choice(right-R, left-L or forward-F) ")

        if( direction == "R" ):

            goRight(pen)

            againStatus = input("Would you like another move? (y/n) ")

        elif( direction == "L" ):

            goLeft(pen)

            againStatus = input("Would you like another move? (y/n) ")

        elif( direction == "F" ):

            goForward(pen)

```

```
againStatus = input("Would you like another move? (y/n) ")
```

```
else:
```

```
print("Please enter a valid direction! (right-R, left-L or forward-F)")
```

```
main()
```

Part Three: Post Mortem Review

Review Question	Response
What was the purpose of your program?	My program is supposed to allow a user to draw with turtle with simple input. Each input that I've mapped to drawing a certain direction will allow the user to draw in certain directions.
How could your program be useful in the real world?	My program could be useful in the real world for digital drawing if someone wanted to just draw. Another use could be if a digital test asked what something looked like the person could draw what the test is asking for.
What is a problem you ran into, and how did you fix it?	A problem I ran into is when the program ran I got an error no attribute for turtle. I fixed the attribute error by fixing the capitalization of naming the turtle. Changing (pen = turtle.turtle() to pen = turtle.Turtle()).
Describe one thing you would do differently the next time you write a program.	The next time I write a program id like to make it so I can run part of the program like the print of the instructions on this program run before asking for input. Python asked for the input before showing my printed instructions and id like to change that the next time I make a program.