from turtle import \*

from math import \*

import random

tom = Turtle()

tom.speed(100)

tom.tracer(100)

tom.width(2.2)

tom.ht()

tom.color("green")

x = 1

y = 1

matrix = None

while True:

choice = round(random.randint(1,100))

if choice == 1:

nx = (0.00 \* x) + (0.00 \* y)

ny = (0.00 \* x) + (0.16 \* y)

elif 1 < choice <= 86:

nx = (0.85 \* x) + (0.04 \* y) + 0.00

ny = (-0.04 \* x) + (0.85 \* y) + 1.60

elif 86 < choice <= 93:

nx = (0.20 \* x) + (-0.26 \* y) + 0.00

ny = (0.23 \* x) + (0.22 \* y) + 1.60

elif 93 < choice:

nx = (-0.15 \* x) + (0.28 \* y) + 0.00

ny = (0.26 \* x) + (0.24 \* y) + 0.44

x = nx

y = ny

tom.pu()

tom.goto(x\*50,y\*50-200)

tom.pd()

tom.fd(0.01)

turtle.done()