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# -*- coding: utf-8 -*-
"""
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"""

# import the turtle library

import turtle

#Create a turtle screen, with a yellow background
wn=turtle.Screen()
wn.bgcolor("lightyellow")

#our turtle is named tess
tess = turtle.Turtle() # Create tess and set some attributes
tess.color("blue")
tess.pensize(5)

# Rhombus to take a length & angle of each side and draw a rhombus
def rhombus(length, angle):
    """rhombus function takes in 2 arguments: length & angle (L & A), it is
    expecting a numerical for both, no error control. L & A are interspersed,
    angle (A) designates the 1st & 3rd rotations, while the mirror (180)
    inverse of that angle provides the 2nd & final turn in a 2D Cartesian plane."""
    for i in range(2):
        tess.forward(length)
        tess.left(angle)
        tess.forward(length)
        tess.left(180-angle)

#tess.penup()
#tess.forward(120)
#tess.pendown()

rhombus(100, 65)

# stop drawing
turtle.done()
turtle.bye()

#close the turtle window after viewing it and before running another turtle
# program

```