```
1    package Assign_2_B;
2
3    import Media.*;
4    import java.awt.*;
5    import static java.lang.Math.*;
6    import static Media.Turtle.*;
7    import static java.awt.Color.*;
8
9    /** This class is a program to draw a palm tree
10    *
11    * @author Matt Laidman
12    *
13    * @version 1.0 (October 2012)                    */
14
15   public class Palms {
16
17     private Turtle pen;
18     private TurtleDisplayer display;
19
20
21     public Palms ( ) {
22
23       int ox, oy;
24       pen = new Turtle (FAST);
25       display = new TurtleDisplayer ();
26       display.placeTurtle (pen);
27
28       ox = pen.getScreenX ();
29       oy = pen.getScreenY ();
30
31       palmTree (0, 0);
32       pen.moveTo (ox, oy);
33       display.close ();
34     };
35
36
37     public void palmTree (int x, int y) {
38
39       pen.moveTo (x, y);
40       pen.left (PI/2);
41       pen.setPenColor (new Color (16752690));
42       pen.setPenWidth (8);
43       pen.penDown ();
44       pen.forward (100);
45       pen.setPenColor (green);
46       pen.setPenWidth (4);
47
48       for (int i = 1 ; i <= 3 ; i++) {
49         curvedV (pen.getScreenX (), pen.getScreenY (), 2*i);
50       }
51       pen.right (PI/2);
52       pen.penUp ();
53
54     };
55
56
57     public void curvedV (int x, int y, int segment) {
58
59       pen.moveTo (x, y);
60       pen.penDown ();
61       for (int j = 1 ; j <= 2 ; j++) {
62         for (int i = 1 ; i <= 5 ; i++) {
63           if (j == 1) {
64           pen.left (PI/6);
65           } else {
66             pen.right (PI/6);
67           }
68           pen.forward (i*segment);
69         }
70       pen.penUp ();
```

```
71        pen.moveTo (x, y);
72        if (j == 1) {
73          pen.right (5*PI/6);
74        } else {
75          pen.left (5*PI/6);
76        }
77        pen.penDown ();
78      }
79      pen.penUp ();
80    };
81
82
83    public static void main ( String[] args ) {Palms b = new Palms();}
84  };
```