

```

1  package Assign_2_A;
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 curved V
10     *
11     * @author Matt Laidman
12     *
13     * @version 1.0 (October 2012)          */
14
15  public class BigV {
16
17      private Turtle pen;
18      private TurtleDisplayer display;
19
20
21      public BigV ( ) {
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          curvedV (0, 0, 8);
32          pen.moveTo (ox, oy);
33          display.close ();
34
35      };
36
37
38      public void curvedV (int x, int y, int segment) {
39
40          pen.moveTo (x, y);
41          pen.penDown ();
42          pen.left (PI/2);
43          for (int j = 1 ; j <= 2 ; j++) {
44              for (int i = 1 ; i <= 5 ; i++) {
45                  if (j == 1) {
46                      pen.left (PI/6);
47                  } else {
48                      pen.right (PI/6);
49                  }
50                  pen.forward (i*segment);
51              }
52          pen.penUp ();
53          pen.moveTo (x, y);
54          if (j == 1) {
55              pen.right (5*PI/6);
56          } else {
57              pen.left (5*PI/6);
58          }
59          pen.penDown ();
60      }
61      pen.right (PI/2);
62      pen.penUp ();
63  };
64
65
66      public static void main ( String[] args ) {BigV b = new BigV();}
67  };

```