```
1   package Assign_1_B;
2
3
4   import Media.*;                   // for Turtle and TurtleDisplayer
5   import static Media.Turtle.*;     // for Turtle speeds
6   import static java.lang.Math.*;   // for Math constants and functions
7   import static java.awt.Color.*;   // for Color constants
8
9
10  /** This class is a program  that draws a two rows of 4 20x20 black squares at a
    distance of 20 units from each other using Turtle Graphics
11    *
12    * @author Micah Rose-Mighty
13    *
14    * @version 1.0 (2018/09/15)
    */
15
16  public class DoubleRow {
17
18    private TurtleDisplayer  display;  // display to draw on
19    private Turtle           yertle;   // turtle to do drawing
20    private Turtle           mertle;   // turtle to do drawing
21
22
23      /** This constructor draws a two rows of 4 20x20 black squares at a distance of
    20 units from each other using Turtle Graphics
    */
24
25      public DoubleRow ( ) {
26
27        display = new TurtleDisplayer();
28        yertle = new Turtle();
29        mertle = new Turtle();
30        display.placeTurtle(yertle);
31        display.placeTurtle(mertle);
32        yertle.setSpeed(Turtle.FAST);
33        mertle.setSpeed(Turtle.FAST);
34        mertle.moveTo(-20,20);
35        yertle.penUp();
36        yertle.setPenWidth(10);
37        yertle.left(PI);
38        yertle.forward(80);
39        mertle.penUp();
40        mertle.setPenWidth(10);
41        mertle.left(PI);
42        mertle.forward(80);
43
44
45
46        for( int j=1 ; j<=4 ; j++ ){
47          yertle.penDown();
48          mertle.penDown();
49          for( int i=1 ; i<=4 ; i++ ){
50            yertle.forward(10);
51            yertle.right(PI/2);
52            mertle.forward(10);
53            mertle.right(PI/2);
54          };
55          yertle.penUp();
56          yertle.backward(40);
57          mertle.penUp();
58          mertle.backward(40);
59
60        };
61        yertle.backward(30);
62        yertle.right(PI);
63        mertle.backward(30);
64        mertle.right(PI);
65        display.close();
66
```

```
67
68      }; // constructor
69
70
71      public static void main ( String[] args ) { DoubleRow s = new DoubleRow(); };
72
73
74  } // DoubleRow
```