```
1  package Assign_1_C;
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 Board {
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  creates an eight by eight board covered with
   alternating black and white squares
24
25    public Board ( ) {
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       yertle.moveTo(20,60);
35       mertle.moveTo(40,40);
36       yertle.penUp();
37       yertle.setPenWidth(10);
38       yertle.left(PI);
39       yertle.forward(80);
40       mertle.penUp();
41       mertle.setPenWidth(10);
42       mertle.left(PI);
43       mertle.forward(80);
44
45
46
47
48
49       for( int k=1 ; k<=4 ; k++ ){
50         yertle.penUp();
51         mertle.penUp();
52         for( int j=1 ; j<=4 ; j++ ){
53           yertle.penDown();
54           mertle.penDown();
55           for( int i=1 ; i<=4 ; i++ ){
56             yertle.forward(10);
57             yertle.right(PI/2);
58             mertle.forward(10);
59             mertle.right(PI/2);
60         };
61           yertle.penUp();
62           yertle.backward(40);
63           mertle.penUp();
64           mertle.backward(40);
65
66       };
67         yertle.forward(160);
```

```
68          yertle.left(PI/2);
69          yertle.forward(40);
70          yertle.right(PI/2);
71          mertle.forward(160);
72          mertle.left(PI/2);
73          mertle.forward(40);
74          mertle.right(PI/2);
75
76
77
78      }; // constructor
79      display.close();
80
81
82      } public static void main ( String[] args ) { Board s = new Board(); };
83
84
85  } // Board
```