

```

1  package Assign_1_A;
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 set of 4 20x20 black squares at a
11     distance of 20 units from each other using Turtle Graphics
12     *
13     * @author Micah Rose-Mighty
14     *
15     * @version 1.0 (2018/09/15)
16     */
17
18 public class Squares {
19     private TurtleDisplayer display; // display to draw on
20     private Turtle yertle; // turtle to do drawing
21
22
23     /** This constructor draws a set of 4 20x20 black squares at a distance of 20
24         units from each other using Turtle Graphics
25         */
26
27     public Squares ( ) {
28
29         display = new TurtleDisplayer();
30         yertle = new Turtle();
31         display.placeTurtle(yertle);
32         yertle.setSpeed(Turtle.FAST);
33         yertle.penUp();
34         yertle.setPenWidth(10);
35         yertle.left(PI);
36         yertle.forward(80);
37
38         for( int j=1 ; j<=4 ; j++ ){
39             yertle.penDown();
40             for( int i=1 ; i<=4 ; i++ ){
41                 yertle.forward(10);
42                 yertle.right(PI/2);
43             };
44             yertle.penUp();
45             yertle.backward(30);
46
47         };
48         yertle.backward(40);
49         yertle.right(PI);
50         display.close();
51
52     }; // constructor
53
54
55     public static void main ( String[] args ) { Squares s = new Squares(); };
56
57
58 } // Squares

```