

Dream Maker Assignment Template

Dream Maker Team

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1 Introduction to IDLE

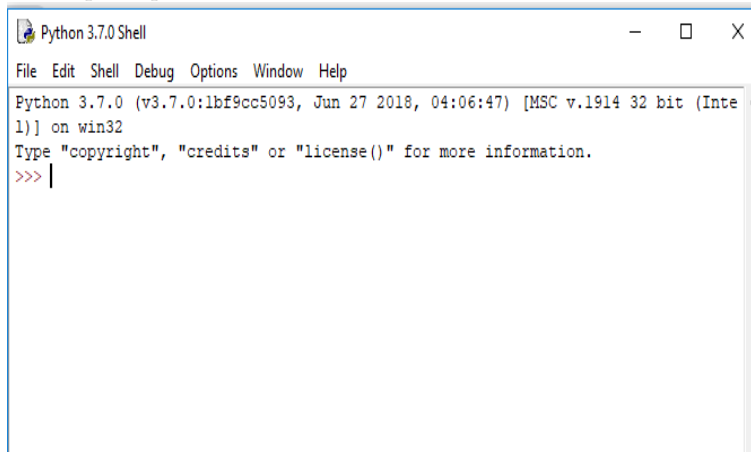
IDLE is the name of the program we will be using to write our Python code.

There is some example code here: [Example Code](#)

Do not worry about what this code is doing. The goal is to get you more familiar with the IDLE interface. The code is not important here (although it does do something pretty cool).

Here is what you will need to do:

1. First open up IDLE. Your screen should look like this:



2. Next, in the top left corner, click on **File** → **New File**. You can now write the code you want. Copy and Paste the code from the example ([Example Code](#)) into the new file you just created.
3. **SAVE YOUR WORK.** On PC, hit CTRL-S On Mac, Command-S **NOTE:** your code will not run without you first saving it.

4. Time to run the code. In the navbar of IDLE (the same place you found File) go to **Run** → **Run Module**. This will run the code that you just put into the file.

Congratulations! Now you know how to use IDLE and run your Python code. This will be very important in the weeks to come!

Example Code

```
import turtle

painter = turtle.Turtle()

painter.pencolor("blue")
painter.speed(10)

for i in range(50):
    painter.forward(50)
    painter.left(123) # Let's go counterclockwise this time

painter.pencolor("red")
for i in range(50):
    painter.forward(100)
    painter.left(123)

turtle.done()
```