>>> import turtle

>>> square = turtle.Turtle()

>>> square.shape('turtle')

>>>

>>> square.forward(100)

>>> square.right(90)

>>>

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>>> square.right(90)

>>>

>>> from turtle import\*

>>>

>>> drawing\_area = Screen()

>>> drawing\_area.setup(width=750, height=500)

>>> shape('triangle')

>>>

>>> def draw\_triangle(length=150):

... for i in range(3):

... forward(length)

... left(120)

...

>>> draw\_triangle()

>>> done()