

Turtle Graphics – User Manual

The program consists of an SDL screen.

In this screen you should be able to choose a background colour and a pattern in order for it to be displayed on the screen.

Steps:

1. Compile the program with this line in terminal:

clang turtle.c -l SDL2 -l GLU -l GL -lm -o turtle or type **make**.

2. Then another execution line will appear, type: **./turtle**

3. In the terminal you will be asked to choose a background color by typing a number:

1 for black, 2 for red, 3 for green, 4 for blue, then press enter.

*if you choose a number that is not in the options, the background colour will be black as it is the default background colour.

4. In the terminal you will then be asked to choose the pattern you want to be displayed on the screen: options 1, 2, or 3, then press enter.

*if you chose a number that is not in the options, the screen will still open but no pattern will be displayed on it.

5. For exit, press 'x' in the top right corner of the screen.