Turtle Graphics – Star Drawing Using Python

# 1. Introduction

This mini project uses Python's turtle module to create simple graphics. The objective was to draw a red star on a blue background using basic turtle commands.

# 2. Approach and Methodology

- We used the turtle module, which is great for visualizing loops and angles.  
- The window was set to 600x600 pixels with a blue background.  
- A turtle object was created, given a red color, and set to classic shape.  
- A for loop was used to repeat the movement 5 times.  
- In each iteration:  
 • The turtle moved forward by 100 pixels.  
 • Then turned right by 144 degrees (which forms the correct angle for a star).

# 3. Code Explanation

import turtle  
  
wind = turtle.Screen()  
wind.setup(600, 600)  
wind.bgcolor('blue')  
  
my\_pen = turtle.Turtle()  
my\_pen.color('red')  
my\_pen.shape('classic')  
  
for i in range(5):  
 my\_pen.forward(100)  
 my\_pen.right(144)

# 4. Result

The output was a clean 5-point red star drawn on a blue background. The result matched expectations based on geometric calculations (5 turns × 144° forms a star).

# 5. Conclusion

This program demonstrates how loops and angles work together in graphic drawing. Turtle graphics is a great way to visualize logic and geometry in Python.