import kit101.turtle.Turtle;

/\*\*

\* 2.1PP Turtle Graphics task to draw the author's initials.

\* Some of the code below has been \_over\_ commented to help you understand

\* what is happening.

\*

\* @Ted Krimmer

\*/

public class Initials {

public static void main(String[] args) {

Turtle painter; //the turtle graphics object

painter = new Turtle(); //create the turtle

//paint initials; remembering to use painter.penUp() to move without drawing a line...

//moving 'ink' to start

painter.penUp();

painter.turn(180);

painter.move(100);

//Draw "T"

painter.penDown();

painter.turn(180);

painter.move(80);

painter.turn(180);

painter.move(40);

painter.turn(90);

painter.move(80);

//end of drawing "T"

painter.penUp();

painter.turn(180);

painter.move(80);

painter.turn(270);

painter.move(100);

//start drawing"k"

painter.penDown();

painter.turn(270);

painter.move(80);

painter.turn(180);

painter.move(40);

painter.turn(215);

painter.move(50);

painter.turn(180);

painter.move(50);

painter.turn(270);

painter.move(50);

painter.penUp();

}

}