import java.awt.Color;

import kit101.turtle.Turtle;

/\*\*

\* 2.1PP Turtle Graphics task to read some existing code that uses a predefined

\* class and to modify it to change the colour of each shape that the turtle

\* draws.

\*

\* @author Your name here

\*/

public class RainbowTurtle {

public static void main(String[] args) {

Turtle t;

t = new Turtle();

/\*\*\*\*\*\*\*/

t.penUp();

t.turn(-135);

t.move(310);

t.turn(135);

t.penDown();

t.setColor(Color.RED);

t.move(100);

t.turn(90);

System.out.println("At the end of the indicated section the Turtle object is:");

System.out.println("Located at (" + t.getX() + ", " + t.getY() + ")");

System.out.println("Pointing at an angle of " + t.getDirection() + " degrees");

/\*\*\*\*\*\*\*/

t.move(100);

t.turn(90);

t.move(100);

t.turn(90);

t.move(100);

t.turn(180);

t.penUp();

t.move(350);

t.turn(-90);

t.penDown();

t.setColor(Color.BLUE);

t.move(100);

t.turn(120);

t.move(100);

t.turn(120);

t.move(100);

t.turn(120);

t.penUp();

t.move(300);

t.penDown();

t.setColor(Color.GREEN);

t.move(100);

t.turn(90);

t.move(50);

t.turn(90);

t.move(100);

t.turn(90);

t.move(50);

t.penUp();

t.move(240);

t.penDown();

t.setColor(Color.ORANGE);

t.turn(45);

t.move(150);

t.penUp();

t.turn(135);

t.move(105);

t.penDown();

t.turn(135);

t.move(150);

}

}