

Python – Kaleidoscope

Purpose

This lab was designed for you to practice invoking methods from the turtle class.

Description

Write a program that will have a turtle draw a kaleidoscope pattern as shown below.

1. Import the turtle module and set up the background color and title.
2. Create a turtle named raf.
3. Set raf's color to green, shape to "turtle" and speed to 0.
4. Loop 400 times:
 - Move raf by the loop variable
 - Turn raf by the loop variable

Program Shell

Create a file called lab_04_kaleidoscope.py

Sample Execution

