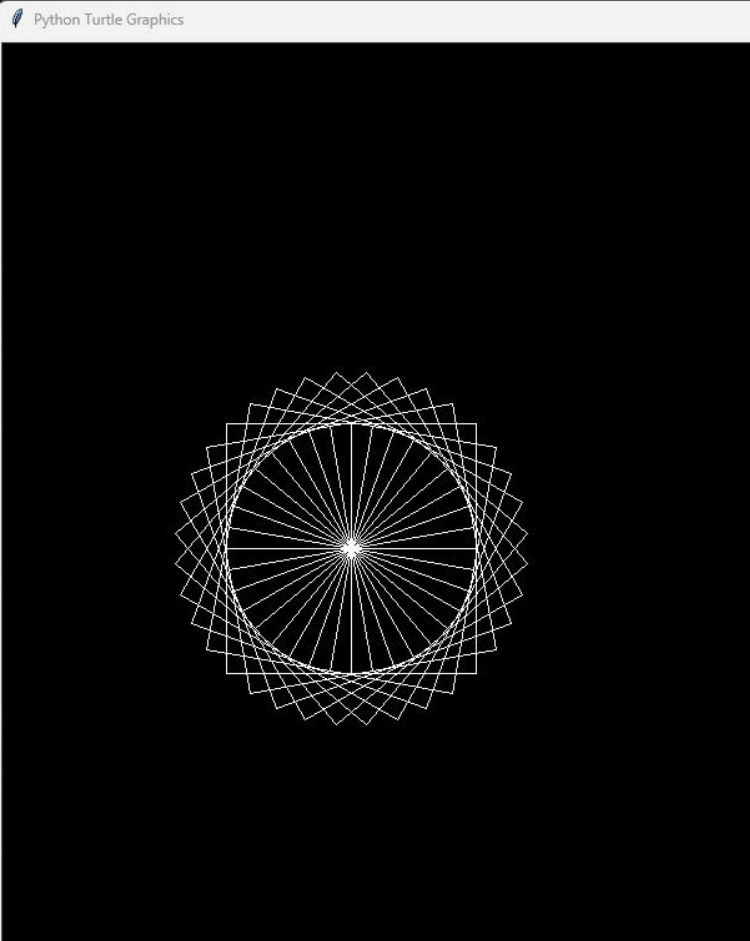


```
file.py > ...
1 import turtle
2
3 # Set up the turtle screen
4 screen = turtle.Screen()
5 screen.bgcolor("black")
6
7 # Create a turtle object
8 t = turtle.Turtle()
9 t.speed(10) # Set the speed
10
11 # Set initial position and color
12 t.penup()
13 t.goto(-200, 0)
14 t.pendown()
15 t.color("white")
16
17 # Draw the angular design
18 for _ in range(36): # Repeat
19     for _ in range(4):
20         t.forward(100)
21         t.right(90)
22     t.right(10) # Rotate the
...
... t.right(10) # Rotate the t
... # Hide the turtle
...
>>> t.hideturtle()
```

The image shows a Python Turtle Graphics window titled "Python Turtle Graphics". The window displays a complex geometric pattern on a black background. The pattern consists of multiple overlapping squares, each rotated by a different angle, creating a star-like or snowflake-like appearance. The squares are drawn in white. The pattern is centered and fills most of the window.

When you run this code, it will open a turtle graphics window with a black background. The turtle will then draw an angular design consisting of multiple squares rotating in a circular pattern. Each square has a side length of 100 units and is rotated by 10 degrees for each iteration.