

Draw a Turtle House! Make sure you use forward, turn, penUp, penDown, moveTo methods as well as different colors. Have fun!

Save & Run

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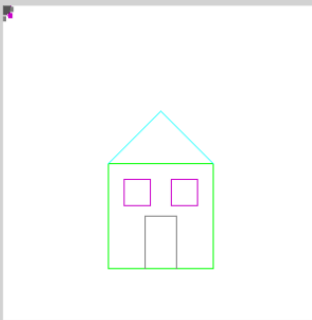
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Pair?

```
1 //Code by Akshat Garg
2 import java.awt.*;
3 import java.util.*;
4
5 public class TurtleHouse
6 {
7     public static void main(String[] args)
8     {
9         World world = new World(300, 300);
10        Turtle room = new Turtle(world);
11        Turtle roof = new Turtle(world);
12        Turtle windows = new Turtle(world);
13        Turtle door = new Turtle(world);
14
15        room.penUp();
16        room.moveTo(100,150);
17        room.penDown();
18        room.backward(100);
19        room.turnLeft();
20        room.backward(100);
21        room.turnLeft();
22        room.backward(100);
23        room.turnLeft();
24        room.backward(100);
25        room.turnLeft();
26
27        roof.penUp();
28        roof.moveTo(100,150);
29        roof.penDown();
30        roof.moveTo(150,100);
31        roof.moveTo(200,150);
32
33        windows.penUp();
34        windows.moveTo(140,190);
35        windows.penDown();
36        windows.forward(25);
37        windows.turnLeft();
38        windows.forward(25);
39        windows.turnLeft();
40        windows.forward(25);
41        windows.turnLeft();
42        windows.forward(25);
```



Result	Expected	Actual	Notes
Pass	true	true	Checking that code has been changed
Pass	1 or more	11	Calls moveTo(...)
Pass	1 or more	9	Calls penUp()
Pass	1 or more	5	Calls penDown()
Pass	6 or more	14	turns
Pass	6 or more	7	Calls to forward()

You got 6 out of 6 correct. 100.00%

Activity: 2.4.2.1 ActiveCode (challenge2-4-TurtleHouse)

Learned about using Turtle's coordinate system and how to use calls on methods to perform a task. Not many obstacles.