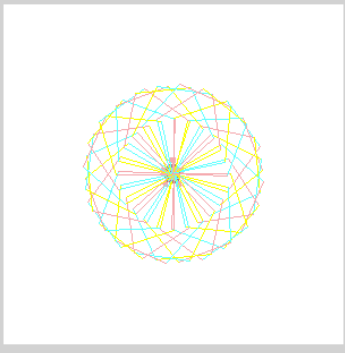
Use nested for-loops to have the turtle draw a snowflake of polygons. Use the variable turnAmount to turn after each shape and the variable n for the sides of the polygon.

To make the drawing faster, you can call the World or Turtle object's setSpeed method with a 0-100 delay value where 0 is the fastest. If the code below does not work in your browser, you can copy the code into this replit link (refresh page after forking and if it gets stuck) or download the files here to use in your own IDE.

Save & Run | 7/14/2024, 1:07:44 PM - 14 of 14 | Download | Show CodeLens | Reformat | Pair?

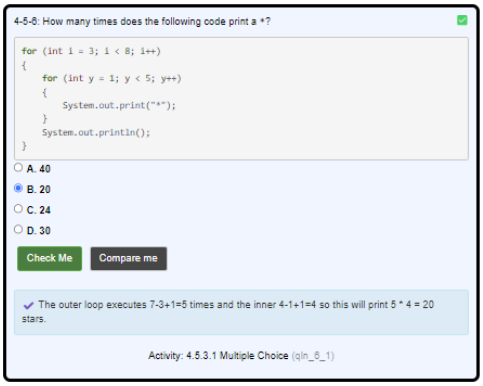
```
//Code by Akshat Garg
import java.awt.*;
import java.util.*;

public class TurtleSnowflakes
{
    public static void main(String[] args)
    {
        World world = new World(300, 300);
        Turtle yertle = new Turtle(world);
        yertle.setSpeed(5); // fast 0 - 100 slow

        // Use this variable in the loops
        int turnAmount = 15;
        int n = 5;
        for (int i = 0; i < (360 / turnAmount); i++){
            for (int j = 0; j < n; j++) {
                if ((j+i)%3==0){
                    yertle.setColor(Color.pink);
                } else if ((j+i)%3==1){
                    yertle.setColor(Color.yellow);
                } else {
                    yertle.setColor(Color.cyan);
                }
                yertle.forward(50);
                yertle.turn(360 / n);
            }
            yertle.turn(turnAmount);
        }
        world.show(true);
    }
}


```

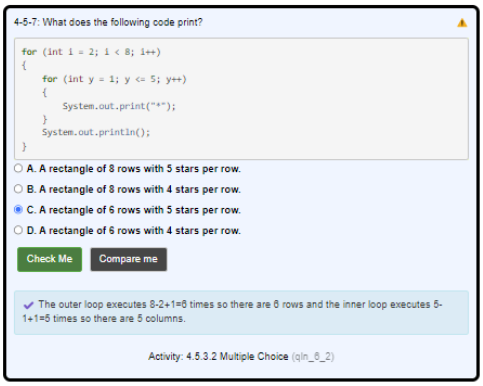


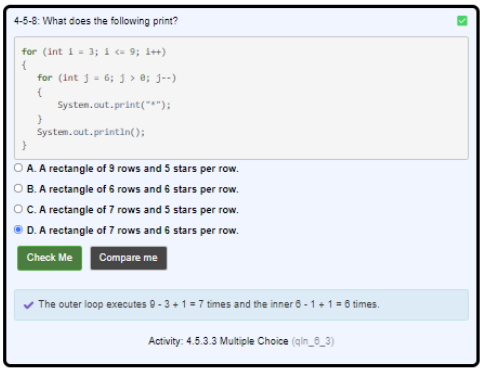
Result	Expected	Actual	Notes
Pass	2	2	2 For loops (nested)
Pass	true	true	Checking that code contains if statement to change colors
Pass	1 forward(...)	1 forward(...)	Should only need forward() once
Pass	2 turn(...)	2 turn(...)	Should only need turn(...) twice
Pass	true	true	Checking that code contains Calculates number of iterations using turnAmount

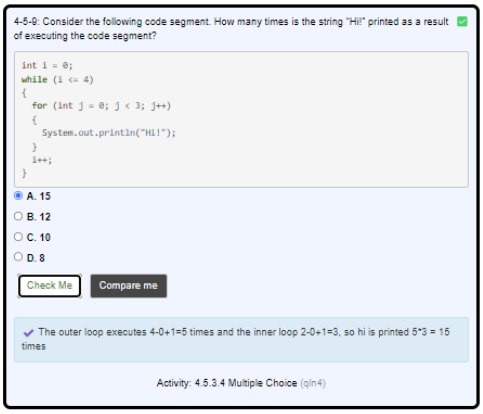
You got 5 out of 5 correct. 100.00%

Activity: 4.4.2.1 ActiveCode (challenge4-4-Turtle-Nested-Loop-Snowflakes)









This activity was fun and made some cool designs. The inner loops are really cool to work through.