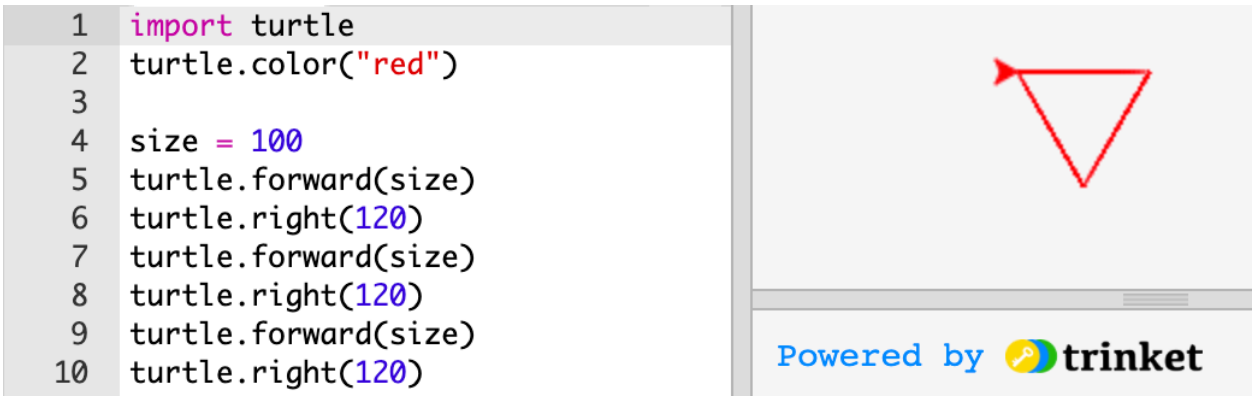
Looping Turtle Triangle

Overview

In Day 2 we copied & pasted our code, something proficient programmers try to avoid. In this exercise, we'll update our triangle program to use loops and **avoid copy & pasting** by practicing one of the most important design concepts in programming: **D**on't **R**epeat **Y**ourself (**DRY**).

Instructions

1. If you don't have your previous program open, **navigate to** trinket.io/turtle and replace any code that you didn't write with the code from Day 2's activity:



2. Let's **update our repeated code** with a more concise & DRYer for loop. Recall our for loop template & answer the following:

```
for <loop variable> in <sequence>:
    # do repeated code
```

   - What should the name of our **loop variable** be?
   - **How many times** do we want our loop to **repeat**? How can we translate this into a python sequence?
   - **What code** will be **repeated**? What code were we copying & pasting?

3. **Implement** the for loop & **run** your code. The triangle should be the **same**.

4. **Modify** the triangle to **point up**. How many lines of code needed to change?

*Now changing our triangle's direction only requires modifying **one line** of code!*

Video Solution

Day 3: For Loop Triangle Walk Thru https://youtu.be/JKoD5hGwYU4

Awesome job! *You're really getting the hang of things now! Join us tomorrow as we learn how to harness the true power of programming with **functions**.*