```
package Assign_1_C;

import Media.*;                    // for Turtle and TurtleDisplayer
import static Media.Turtle.*;      // for Turtle speeds
import static java.lang.Math.*;    // for Math constants and functions
import static java.awt.Color.*;    // for Color constants


/** COSC 1P02
  *
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  * @Student #: 6292064
  * @version 1.0 (9/14/17)
  * @The purpose of this class is to create a frame with greek keys that
were created in the previous code*/

public class Frame {


  // instance variables
  private TurtleDisplayer display;
  private Turtle yertle;

  /** This constructor ...
*/

  public Frame( ) {//This is the method that draws the frame on the
turtle display using the turtle "yertle"

    // statements
    display = new TurtleDisplayer();//This is the variable that creates
the display
    yertle = new Turtle(FAST);//This is the turtle that draws on the
display "display"
    display.placeTurtle(yertle); //This line places the turtle "yertle"
onto the display "display"
    yertle.backward(75);//1
    yertle.left(PI/2);//2
    yertle.forward(75);//3
    yertle.right(PI/2);//4- These 4 lines move the turtle to the top left
corner of the frame
    yertle.penDown();
    for(int j=0; j<4; j++){//This is the for loop that draws the 4
borders of the frame
      for(int i=0; i<8;i++){//This is the for loop that draws out the
greek key 8 times; one border of the frame
        yertle.forward(2);
        yertle.left(PI/2);
        yertle.forward(12);
        yertle.right(PI/2);
        yertle.forward(12);
        yertle.right(PI/2);
        yertle.forward(8);
        yertle.right(PI/2);
        yertle.forward(4);
        yertle.right(PI/2);
        yertle.forward(4);
        yertle.left(PI/2);
        yertle.forward(4);
        yertle.left(PI/2);
```

Centering incorrect, try (-64, 64), -0.5 deducted

```
        yertle.forward(8);
        yertle.left(PI/2);
        yertle.forward(10);
      }
      yertle.right(PI/2);//This line changes the orientation of the
turtle as it is done making one of the borders so that it can start
creating the next border
    }
  }; // constructor


  public static void main ( String[] args ) { Frame s = new Frame(); };


} // GreekKey
```

Pen still up, and display not closed. No mark deducted.