```java
package Assign_1_A;

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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  * Studend #: 6292064
  * @version 1.0 (9/14/17)
  *@The purpose of this class is to create a greek key using turtle
graphics*/

public class GreekKey {


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

    /** This constructor ...
*/

    public GreekKey( ) {

        // 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.penDown();//1
        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);
        yertle.forward(8);
        yertle.left(PI/2);
        yertle.forward(10);//18; These previous 18 lines are to draw one
greek key

    }; // constructor
```

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


} // GreekKey
```