```
package Assign_1_B;

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 border with greek keys that
were created in the previous code*/

public class Border {//This is the method that draws the border on the
turtle display using the turtle "yertle"


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

    /** This constructor ...
*/

    public Border( ) {

        // 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);//This line is to move the turtle to the left
before the drawing starts so that the border can fit on the display
        yertle.penDown();      Centering incorrect, try (64). -0.5 mark deducted

        for(int i=0; i<8;i++){//This is the for loop that draws the greek
key 8 times to create the 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);
          yertle.forward(8);
          yertle.left(PI/2);
          yertle.forward(10);
        }
```

```java
    }; // constructor
```

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


} // GreekKey
```