

Problem

Modify your DrawMyName program so that it does the following, in the order listed:

1. Create a World for your Turtle.
2. Create a Turtle(s) in that World
3. Draw one of your two first names on the screen using the Turtle(s). Your name should look similar to the example output, below, but you are encouraged to make it even more creative.
4. Properly comment your code and place your name, and the date in the header.
5. So make sure your code compiles!

You are required to create at least one turtle and to draw your name on the screen.

However, feel free to be creative. You can use multiple turtles or have multiple colors if you want. (Hint: you can look through SimpleTurtle.java for interesting maneuvers the turtle can make).

Inspiration: UCSD CSE8A PA Write Up (<https://sites.google.com/a/eng.ucsd.edu/cse-8a-winter-2015/schedule-and-assignments/psa0>)

Example Output

