

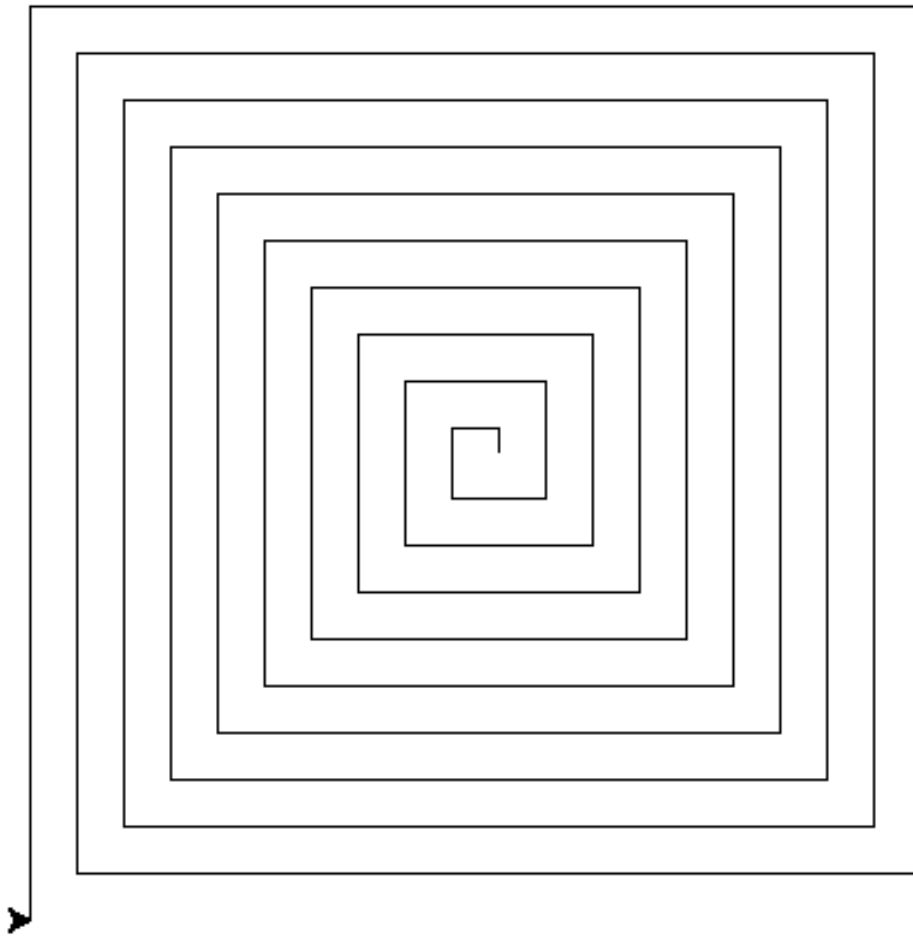
## Lab 8: Using the Turtle module

The Python 3 Turtle module allows graphics to be created using a “turtle” which walks around in a window leaving a trail. Chapter 13 of the textbook describes this module in detail. It is possible to leave or not leave a trail, leave a different color trail, fill shapes, and more. Before starting the lab, I recommend playing with the turtle for a while. With Python in interactive mode, you can start the turtle like this:

```
import turtle as t
t.forward(100)
```

The turtle understands methods such as forward, left, etc. See the book chapter for a more complete list.

For this lab, use a loop to draw a square spiral with the turtle. Something that looks like this:



In general, the algorithm will look something like this:

```
while i is not too big
    move forward i*something pixels
    turn left 90 degrees
```

A right hand spiral is certainly possible as well. “not too big” and “something” should be determined by your artistic instincts.