Turtle Shapes Classwork

Instructions:

1. Open the Thonny Python editor from Applications
2. Save an empty file named turtle\_shapes.py to the **Desktop**
3. Start to type your Python program
4. Occasionally save and test your program to **make sure it works**
5. Every time you finish a problem, comment out the code (**do not delete it**) and move onto the next problem

Create a program that draws each of the following shapes. The program should have an unchanging bit of “header code” that initializes the turtle and an unchanging bit of “footer code” that allows the program to exit gracefully. In the middle of the header and the footer should be the logic that draws the shape. Whenever you complete a shape, check it off on the sheet and comment it out in the program before moving onto the next shape.

Equilateral triangle

Pentagon

Hexagon

Five-pointed star

A cool shape of your own that has a for i in range(100): loop in it

A cool shape of your own that has a loop in a loop 🤯

A blue line drawing of a hexagon

Description automatically generated

This shape

This shape (hint: you continually return to the middle)

A blue hexagon with white lines

Description automatically generated

A line of blue rectangles

Description automatically generatedThis shape

This shape (hint: you need to use both t.penup() and t.pendown() )

A blue and white triangle pattern

Description automatically generated with medium confidence

A blue and white circular pattern with squares

Description automatically generatedThis shape

Bonus: this shape (hint: using t.goto(0, 0) will help)

A blue flower with pointed petals

Description automatically generated with medium confidence

Bonus: this shape (hint: you will need to use a variable)

A blue spiral with a arrow

Description automatically generated