```
1  package Assign_1;
2
3
4  import Media.*;                   // for Turtle and TurtleDisplayer
5  import static java.lang.Math.*;  // for Math constants and functions
6
7
8
9  // COSC 1P02 Assignment 1 //
10
11 //  @Joshua Braganza //
12
13  // @version 1.0 (Jan 26th 2019) //
14
15 public class Crystal {
16
17   //Instance variables
18   private TurtleDisplayer display;
19   private Turtle yertle;
20
21
22
23   public Crystal ( ) {
24
25     display = new TurtleDisplayer();
26     yertle = new Turtle(Turtle.FAST);
27     display.placeTurtle(yertle);
28     yertle.penDown();
29
30
31     for (int j=1; j<=24; j++){   //To draw 24 dodecagons
32
33       //To draw one dodecagon. No need to reorient the first dodecagon
34       for(int i=1; i<=12 ; i++){
35         yertle.forward(25);
36         yertle.right(2*PI/12);
37       }
38
39       //To reorient the pointer before drawing the next dodecagon, Since I'm
   drawing 24, I divide 360 degreees by 24
40       yertle.penUp();
41       yertle.left(2*PI/24);
42       yertle.penDown();
43
44     }
45
46
47   }; //End of code
48
49
50   //Main Method
51   public static void main ( String[] args ) {
52
53     Crystal s = new Crystal(); };
54
55
56 }
```