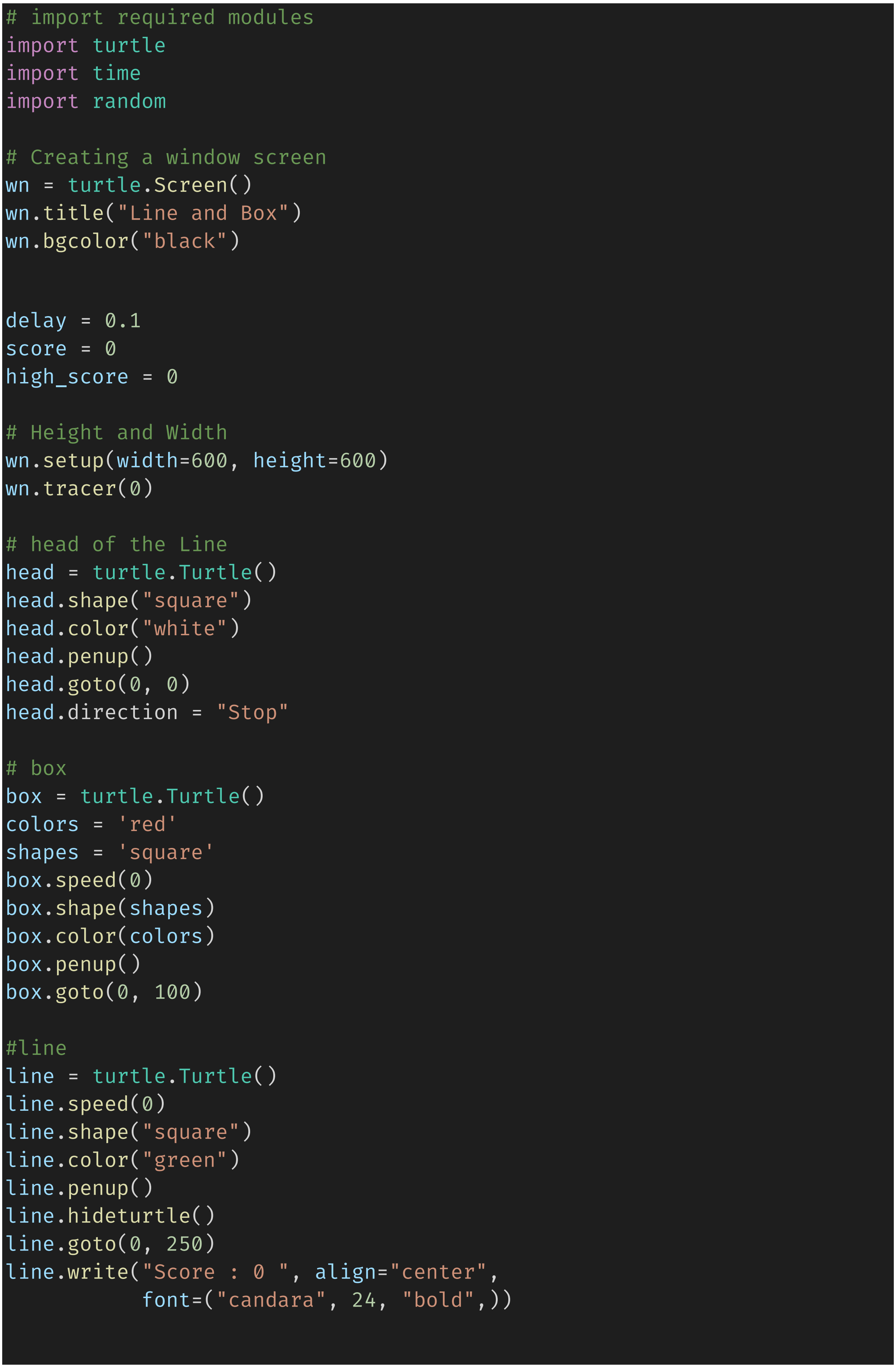
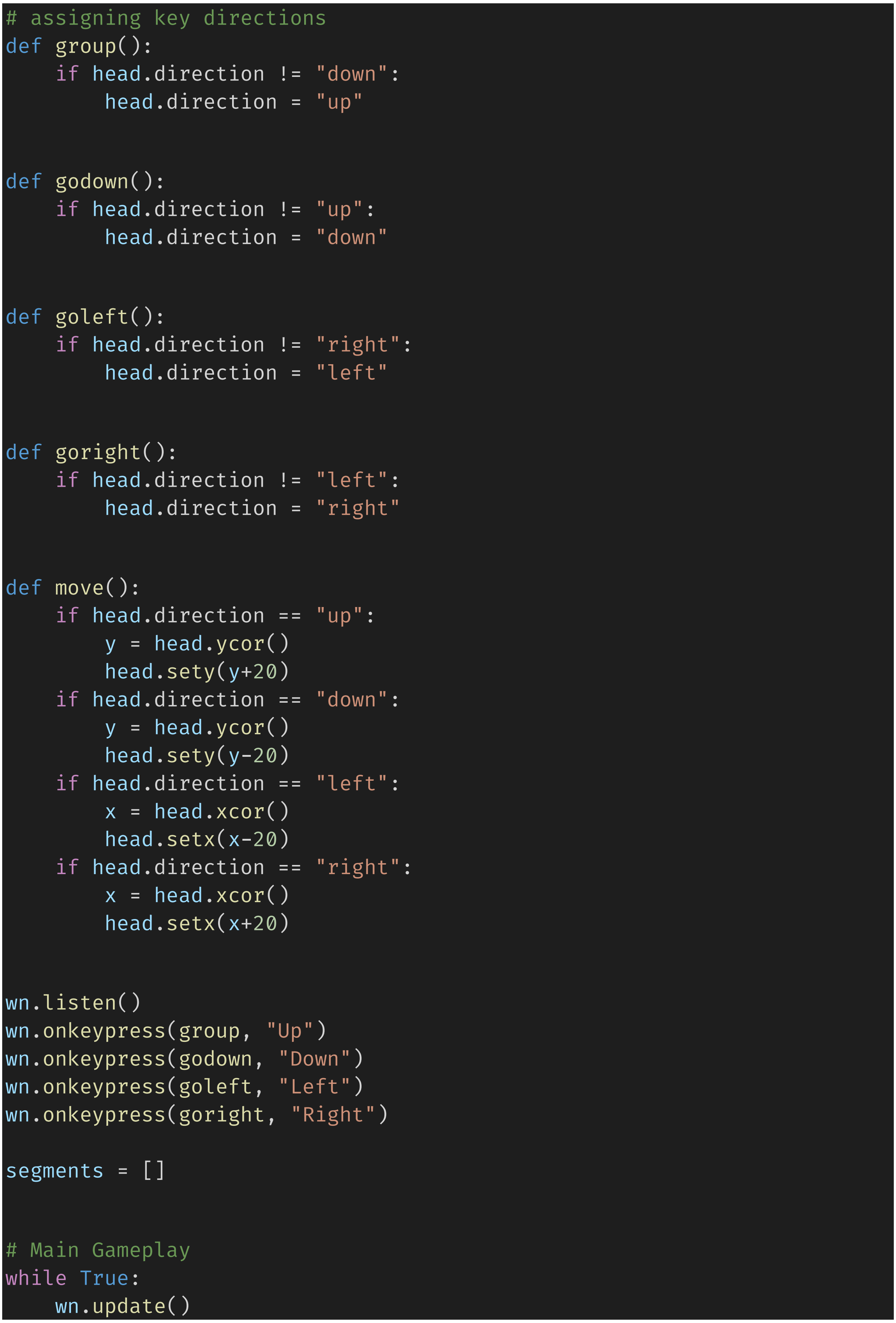
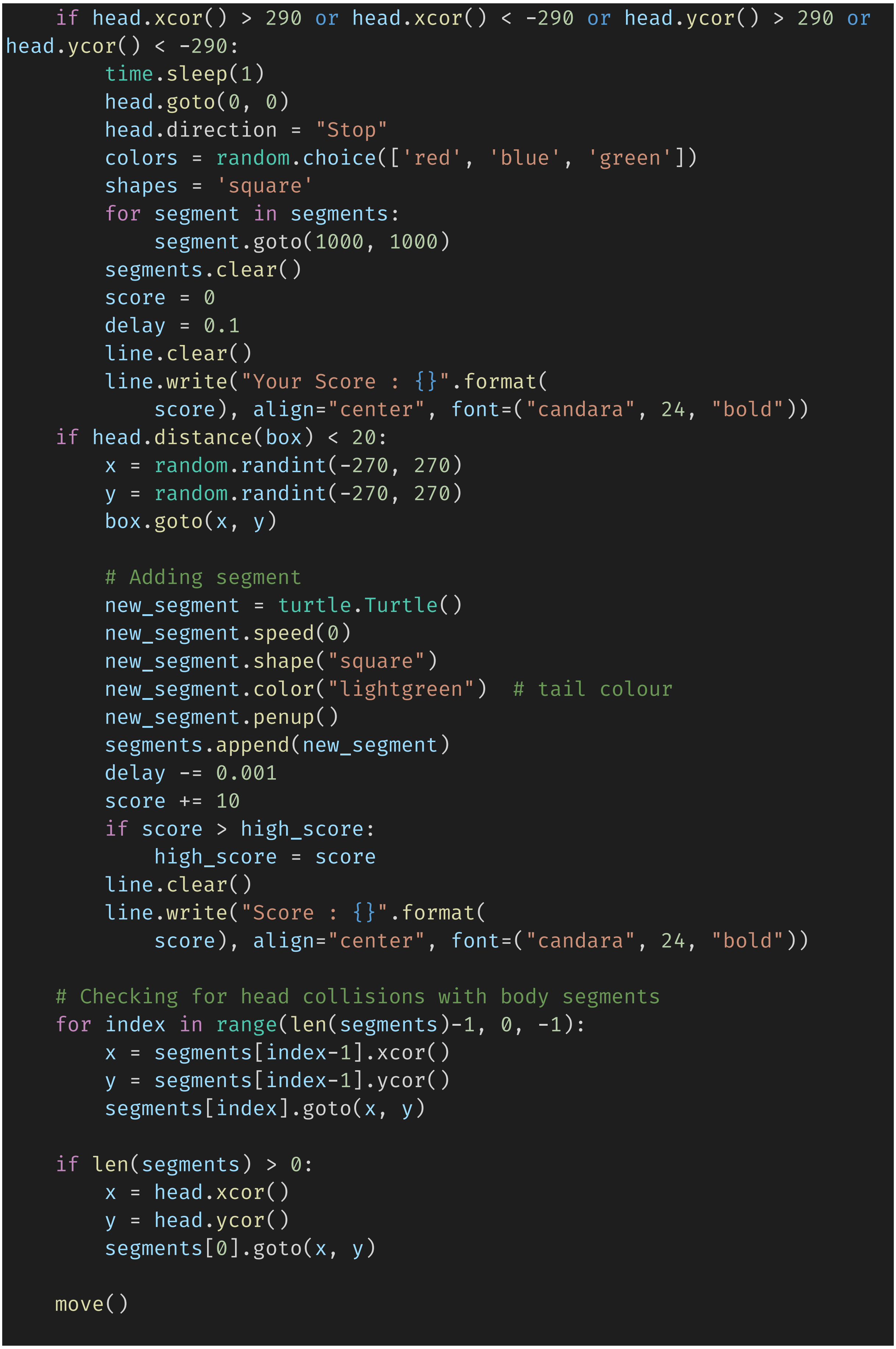


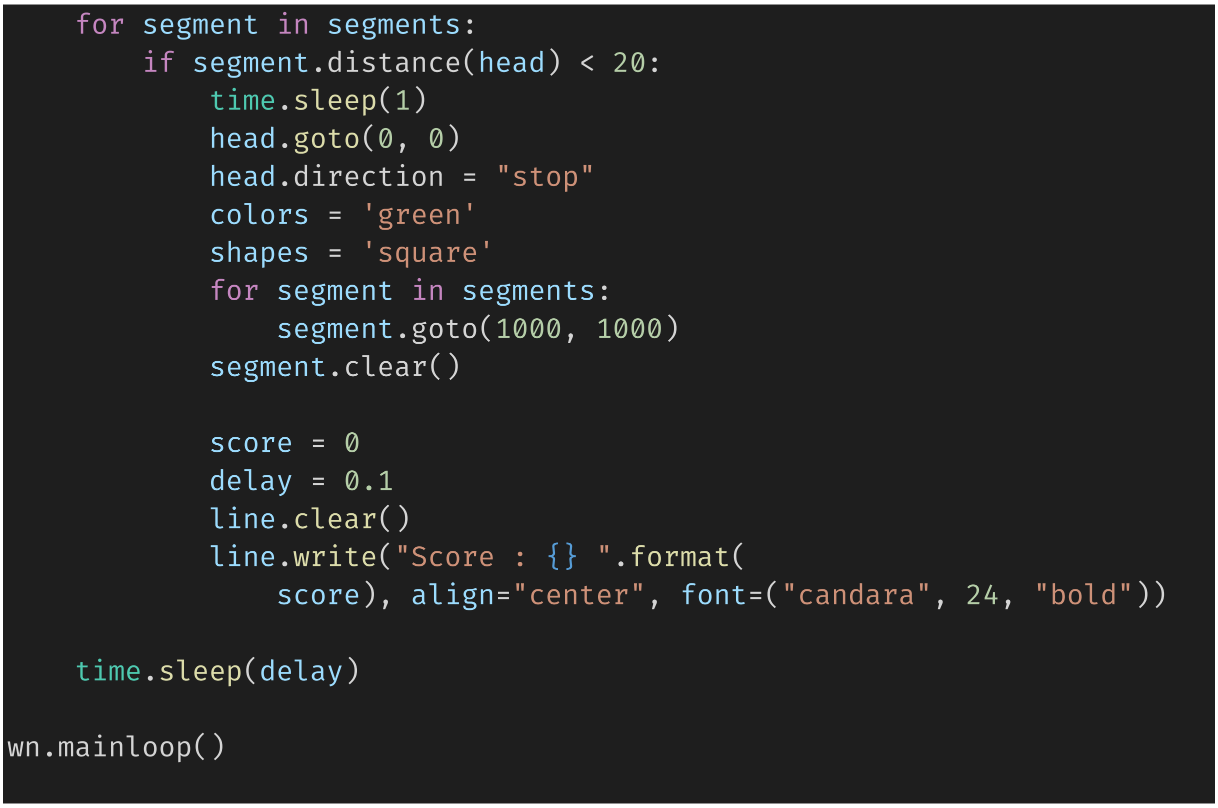
```
# import required modules
import turtle
import time
import random

# Creating a window screen
wn = turtle.Screen()
wn.title("Line and Box")
wn.bgcolor("black")


delay = 0.1
score = 0
high_score = 0

# Height and Width
wn.setup(width=600, height=600)
wn.tracer(0)

# head of the Line
head = turtle.Turtle()
head.shape("square")
head.color("white")
head.penup()
head.goto(0, 0)
head.direction = "Stop"

# box
box = turtle.Turtle()
colors = 'red'
shapes = 'square'
box.speed(0)
box.shape(shapes)
box.color(colors)
box.penup()
box.goto(0, 100)

#line
line = turtle.Turtle()
line.speed(0)
line.shape("square")
line.color("green")
line.penup()
line.hideturtle()
line.goto(0, 250)
line.write("Score : 0 ", align="center",
           font=("candara", 24, "bold",))
```



```
# assigning key directions
def group():
    if head.direction != "down":
        head.direction = "up"


def godown():
    if head.direction != "up":
        head.direction = "down"


def goleft():
    if head.direction != "right":
        head.direction = "left"


def goright():
    if head.direction != "left":
        head.direction = "right"


def move():
    if head.direction == "up":
        y = head.ycor()
        head.sety(y+20)
    if head.direction == "down":
        y = head.ycor()
        head.sety(y-20)
    if head.direction == "left":
        x = head.xcor()
        head.setx(x-20)
    if head.direction == "right":
        x = head.xcor()
        head.setx(x+20)


wn.listen()
wn.onkeypress(group, "Up")
wn.onkeypress(godown, "Down")
wn.onkeypress(goleft, "Left")
wn.onkeypress(goright, "Right")

segments = []


# Main Gameplay
while True:
    wn.update()
```



```
    if head.xcor() > 290 or head.xcor() < -290 or head.ycor() > 290 or
head.ycor() < -290:
        time.sleep(1)
        head.goto(0, 0)
        head.direction = "Stop"
        colors = random.choice(['red', 'blue', 'green'])
        shapes = 'square'
        for segment in segments:
            segment.goto(1000, 1000)
        segments.clear()
        score = 0
        delay = 0.1
        line.clear()
        line.write("Your Score : {}".format(
            score), align="center", font=("candara", 24, "bold"))
    if head.distance(box) < 20:
        x = random.randint(-270, 270)
        y = random.randint(-270, 270)
        box.goto(x, y)

        # Adding segment
        new_segment = turtle.Turtle()
        new_segment.speed(0)
        new_segment.shape("square")
        new_segment.color("lightgreen")  # tail colour
        new_segment.penup()
        segments.append(new_segment)
        delay -= 0.001
        score += 10
        if score > high_score:
            high_score = score
        line.clear()
        line.write("Score : {}".format(
            score), align="center", font=("candara", 24, "bold"))

    # Checking for head collisions with body segments
    for index in range(len(segments)-1, 0, -1):
        x = segments[index-1].xcor()
        y = segments[index-1].ycor()
        segments[index].goto(x, y)

    if len(segments) > 0:
        x = head.xcor()
        y = head.ycor()
        segments[0].goto(x, y)

    move()
```



```
    for segment in segments:
        if segment.distance(head) < 20:
            time.sleep(1)
            head.goto(0, 0)
            head.direction = "stop"
            colors = 'green'
            shapes = 'square'
            for segment in segments:
                segment.goto(1000, 1000)
            segment.clear()

            score = 0
            delay = 0.1
            line.clear()
            line.write("Score : {} ".format(
                score), align="center", font=("candara", 24, "bold"))

    time.sleep(delay)

wn.mainloop()
```