Stars

— Problem Analysis —

- I need to know how the onclick method works
- I need to know what angle to use to turn every time
- I need to know how many loops there are
- I need to know how to tell if something is clicked
- I need to know what params are passed on click
- I need to know how to reset the turtle.

— Design —

- Write a method to determine when something is clicked call it loop and take 2 params
- In that method reset and get turtle config, turn 5 times at 144 degrees each time.
- Reset the environment if clicked again.
- Get the window config from a method so it is the right size.
- Run the window's main loop

Text Drawer

— Problem Analysis —

- I need to know how to draw each letter
- I need to know how to set heading of the turtle
- I need to know which letter to get for input
- I need to know how to make sure my turtle doesn't write on top of itself
- I need to know how to make the turtle move

— Design —

- I am going to create methods for each letter
  - These methods will have heading movement and all information in it
  - It will also make sure the turtle starts at the right Y coord and moves the correct distance down or across
- I need to get an input loop so that I can ask what people want to write.
- I need to see if people want to continue with the program after a loop
- If they do I need to reset the environment

— Testing —

INPUT	EXPECTED OUT	ACTUAL OUT
xcv	xcv	xcv
xgg	G is not supported	G is not supported, G is not supported
xvc	xvc	xvc
vvvxt	vvvxt	vvvxt