import turtle

# Set up the screen

wn = turtle.Screen()

wn.bgcolor("black")

# Create a turtle named "spiral"

spiral = turtle.Turtle()

spiral.speed(0)

spiral.color("cyan")

# Move the turtle to create a spiral

distance = 1

for \_ in range(360):

spiral.forward(distance)

spiral.right(59)

distance += 1

# Hide the turtle

spiral.hideturtle()

# Finish the drawing

turtle.done()