

Lab 2 Report: Dylan Money

Starting lab 2 I took the approach of trying to understand which parts of the code affected what aspects of the turtle. I fiddled with the numbers until I understood which lines were affecting which movements and for how long. After that the goal was to give the turtle a forward and sideways velocity to simulate a curve. Tweaking some numbers the curves became circles and by using the boolean switch I was able to create the figure 8. After that was on to creating my own shape. I messed with adding more stages of commands to make more complicated shapes. The boolean became an integer and over time I was creating multi staged shapes. I created circles, lines and curves and I used these commands to create a smiley face with the help of importing an os library that allowed me to change the color of the lines in the code using console commands.

