**Name:**

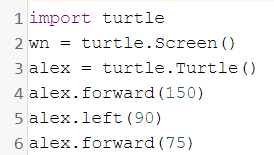
**ID:**

**M3 Assignment 04**

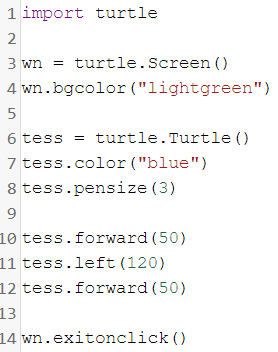
Use the following book as a reference to answer the following questions:

<https://runestone.academy/runestone/books/published/thinkcspy/PythonTurtle/toctree.html>

1. What is the turtle module used for (**4.1**):
2. Consider the following code (**4.2**)::



1. Explain the code in line 1?
2. Explain the code in line 2?
3. Explain the code in line 3?
4. Explain the code in line 4?
5. Explain the code in line 5?
6. Consider the following turtle code **(4.2)**:



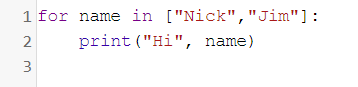
1. Which line changes the background color?
2. Which line will change how thick the line is?
3. Which line will turn Tess left 120 degrees?
4. How can you turn Tess right by 35 degrees?
5. What does line 14 do?
6. Fill in the blank **(4.3)**:

*Each turtle in a program is a \_\_\_\_\_\_\_ of the Turtle type class.*

1. Is the following statement true or false **(4.3)**?

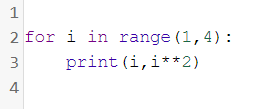
*You can only have one turtle in your program.*

1. A basic idea in computer programming is to repeat some code over and over again, what is this idea called **(4.4)**?
2. Consider the following code **(4.4)**:



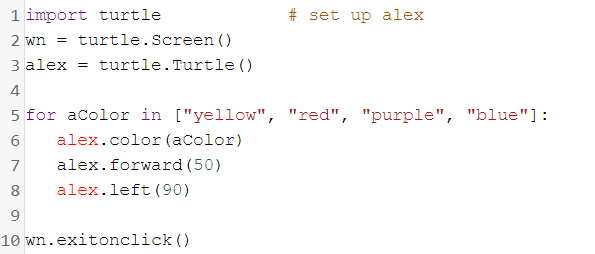
* What are the square brackets on line 1 called?
* What is the name of the loop variable in this code?
* How many different values does the loop variable have?
* What is the output?

1. Consider the following code **(4.4)**:

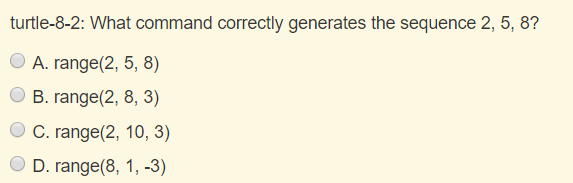


* What is the output?
* Change **range(1,4)** to **range(2,8)**, what is the output?
* What is the difference between **i** and **i\*\*2**?

1. Consider the following code **(4.6)**:

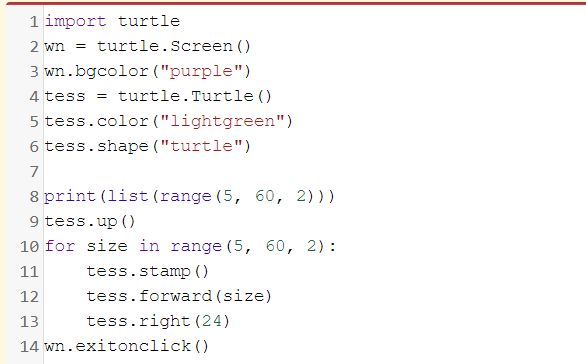


1. Consider the following **(4.7)**:



What is the answer?

1. Consider the following:



* What does line 9 do?
* What does line 11 do?
* How can you change the shape of the turtle to a square?