



rpf.io/python-new



```
1 from turtle import *
2 from random import randint
3
```

```
4 ada = Turtle()
5 ada.color('red')
6 ada.shape('turtle')
7 ada.penup()
8 ada.goto(-160, 100)
9 ada.pendown()
10
```

Run ▶



bob

orange

```
11 bob = Turtle()
12 bob.color('orange')
13 bob.shape('turtle')
14 bob.penup()
15 bob.goto(-160, 70)
16 bob.pendown()
17
```

70

eve

yellow

```
18 eve = Turtle()
19 eve.color('yellow')
20 eve.shape('turtle')
21 eve.penup()
22 eve.goto(-160, 40)
23 eve.pendown()
24
```

40

kai

green

```
24
25 kai = Turtle()
26 kai.color('green')
27 kai.shape('turtle')
28 kai.penup()
29 kai.goto(-160, 10)
30 kai.pendown()
```

10

Run ▶



```

31
32 penup()
33 goto(-140, 140)
34 speed(10)
35

```

Run ▶



```

36 for step in range(12):
37     write(step, align='center')
38     forward(20)

```

Run ▶

0 1 2 3 4 5 6 7 8 9 10 11 ▶



```

36 for step in range(12):
37     write(step, align='center')
38     forward(20)

```



```

36 for step in range(12):
37     write(step, align='center')
45     forward(20)

```

```

38     right(90)
39     forward(10)
40     pendown()
41     forward(150)
42     penup()
43     backward(160)
44     left(90)

```

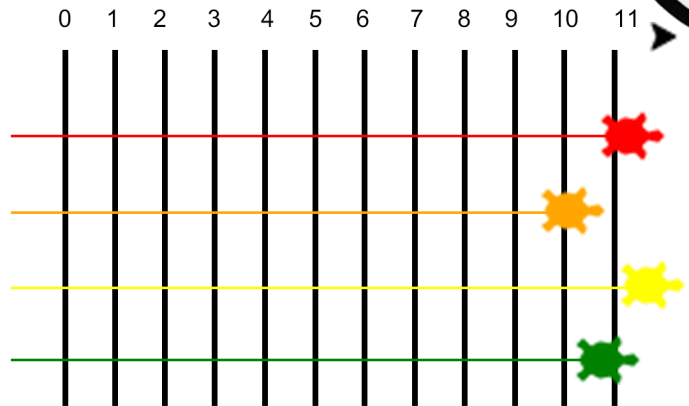
Run ▶

0 1 2 3 4 5 6 7 8 9 10 11 ▶



```
46
47 for turn in range(100):
48     ada.forward(randint(1, 5))
49     bob.forward(randint(1, 5))
50     eve.forward(randint(1, 5))
51     kai.forward(randint(1, 5))
```

Run ▶



```
46
47 for turn in range(100):
48     ada.forward(randint(1, 5))
49     bob.forward(randint(1, 5))
50     eve.forward(randint(1, 5))
51     kai.forward(randint(1, 5))
```

