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

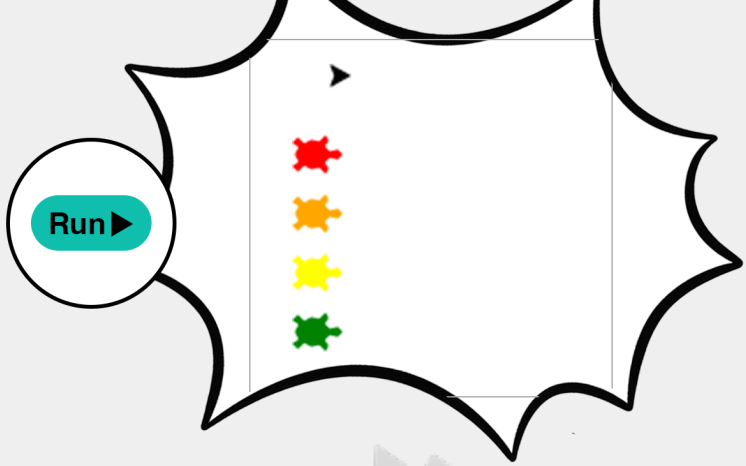
```
24
25  kai = Turtle()
26  kai.color('green')
27  kai.shape('turtle')
28  kai.penup()
29  kai.goto(-160, 10)
30  kai.pendown()
```

10

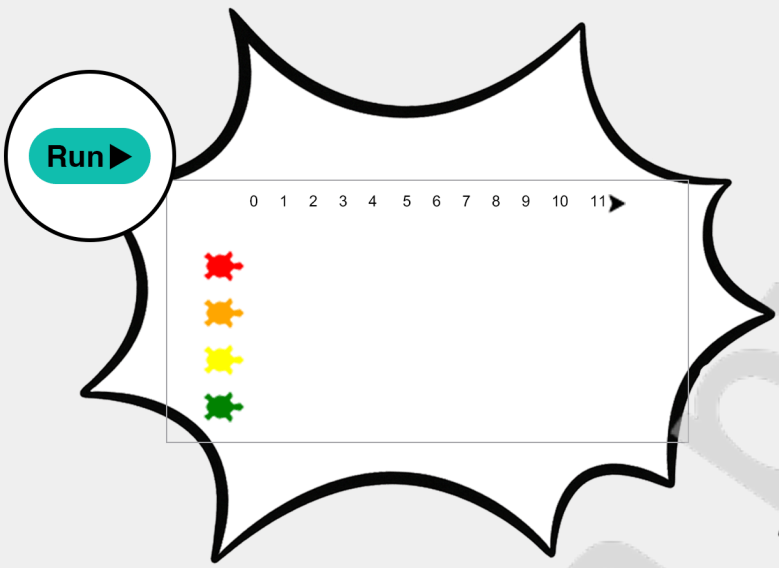
Run ▶

code club

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



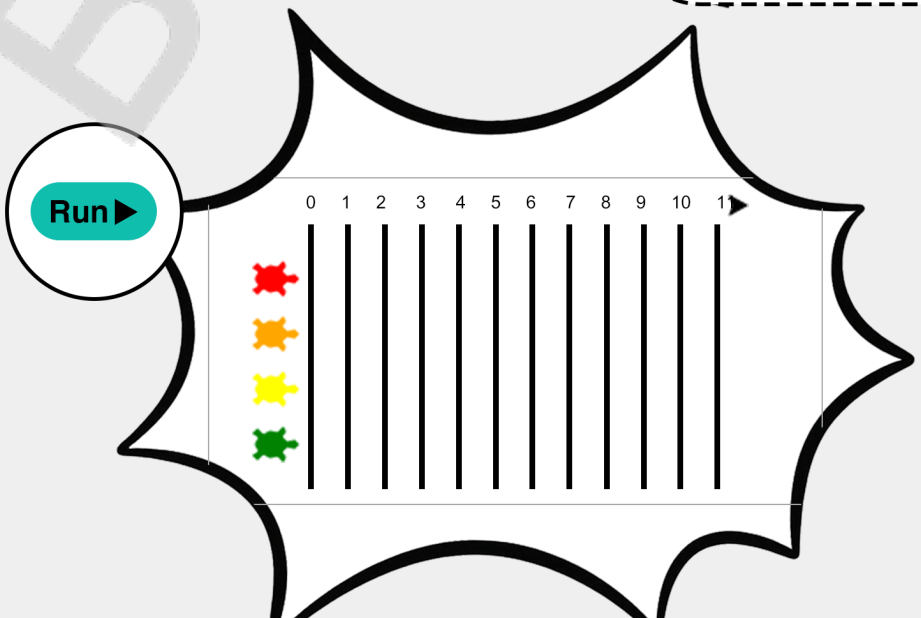

```
36 for step in range(12):
37     write(step, align='center')
38     forward(20)
```



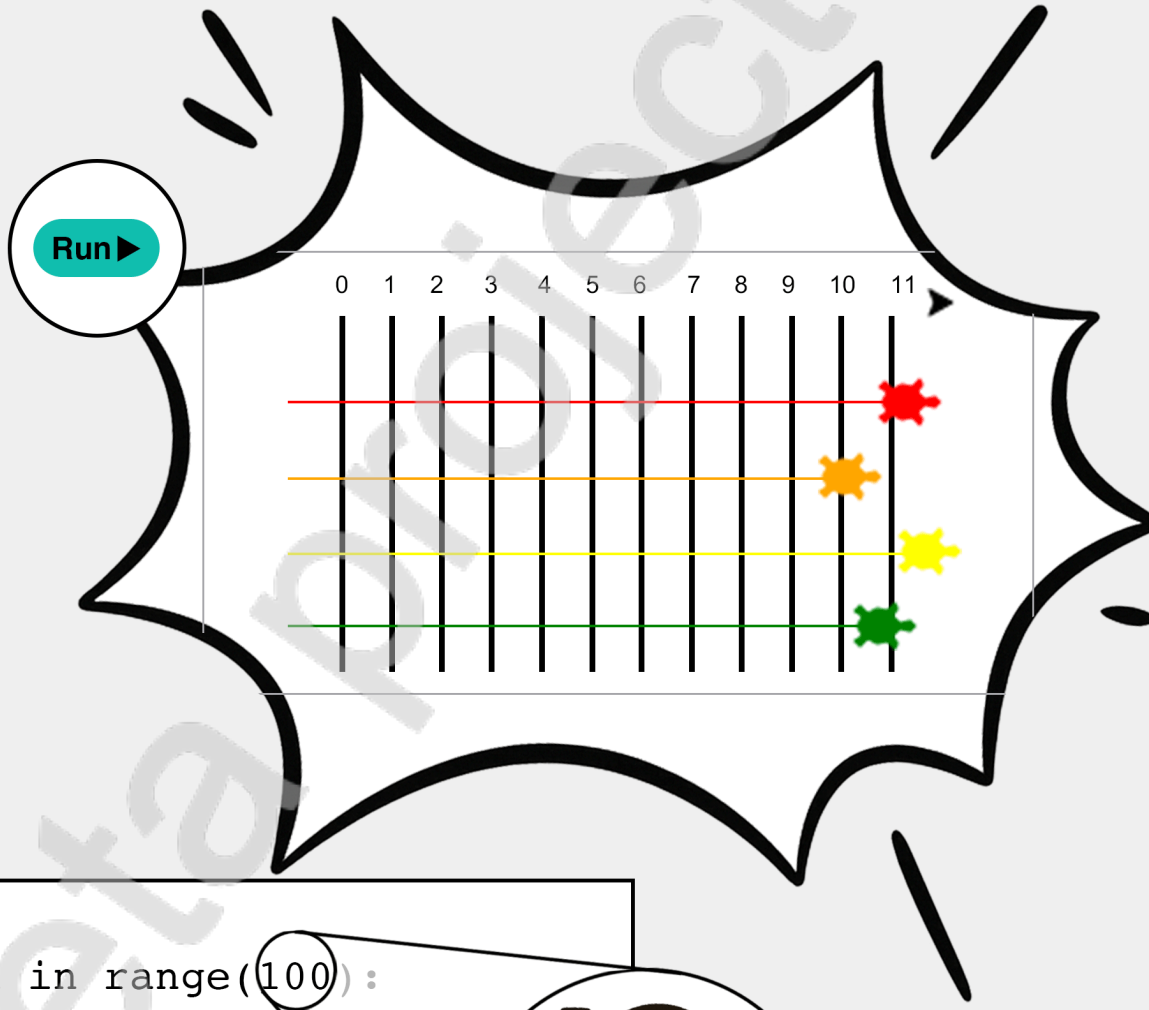

```
36 for step in range(12):
37     write(step, align='ce
38     forward(20)
```

```
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)
```



```
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))
```




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