



```
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
```

bob

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

orange

70

eve

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

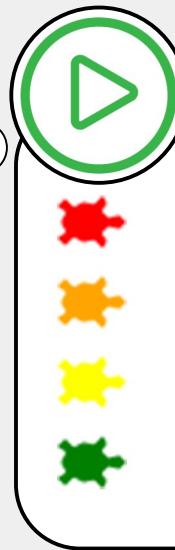
40

kai

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

10

green



```
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)
```



0 1 2 3 4 5 6 7 8 9 10 11 ►



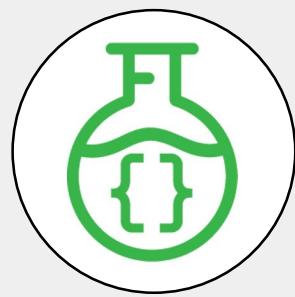
```
36 for step in range(12):  
37     write(step, align='center')  
38  
39  
40  
41  
42  
43  
44  
45     forward(20)
```

right(90)
forward(10)
pendown()
forward(150)
penup()
backward(160)
left(90)



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))
```

