**OOPDraw  
Learn the principles of OOP by writing a simple drawing program**

STUDENT WORKBOOK

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# Exercise 1: Using Turtle Graphics

We are initially to make simple drawings of a square and circle, using the ‘Procedural Programming’ paradigm.

You might well have encountered ‘Turtle Graphics’ earlier in your education - instructions are given to an imaginary Turtle to move forward/backward a specified distance, and to rotate (turn) a number of degrees (positive for clockwise, negative for anti-clockwise).

Start by downloading, unzipping, and then opening the OOPDraw project. Find and edit the empty MyDrawings.Draw function, and then add this code into it:

Turtle.PenColor = LineColor;

Turtle.X = PositionX;

Turtle.Y = PositionY;

for (int i = 0; i < 4; i++)

{

Turtle.Forward(SideLength);

Turtle.Rotate(90);

}