```java
1   package Assign_1_A;
2
3   import Media.*;                      // for Turtle and TurtleDisplayer
4   import static java.lang.Math.*;   // for Math constants and functions
5   import static java.awt.Color.*;   // for Color constants
6
7   /** This class constructs a dodecagon using Turtle Graphics.
8      *
9      * @author Sawyer Fenwick(st# 6005011)
10     *
11     * @version 1.0 October 1st 2016
    */
12
13  public class Dodecagon {
14
15      // instance variables
16      private TurtleDisplayer display;
17      private Turtle yertle;
18
19      public Dodecagon ( ) {
20
21      // constructor
22      display = new TurtleDisplayer();
23      yertle = new Turtle();
24
25      // statements
26      display.placeTurtle(yertle); //placing turtle on display
27
28      for(int i = 1; i <= 12; i++){ //drawing the dodecagon
29          yertle.penDown();
30          yertle.forward(25);
31          yertle.right(2*PI/12);
32      }
33
34      display.close();  //placing the close button on the display
35
36      };
37
38      public static void main ( String[] args ) { Dodecagon s = new Dodecagon(); };
39
40  } // Dodecagon
```