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1  package Assign_2_A;
2
3
4  import Media.*;                // for Turtle and TurtleDisplayer
5  import java.awt.*;             // for Color objects and methods
6  import static java.lang.Math.*; // for math constants and functions
7  import static java.awt.Color.*; // for Color constants
8  import static Media.Turtle.*;  // for FAST turtle
9
10
11 /** This class creates a Greek Key using the method 'drawKey' in Turtle Graphics.
12  *
13  * @author Sawyer Fenwick (st# 6005011)
14  *
15  * @version 1.0 October 11 2016
16  */
17 public class GreekKey {
18
19
20     // instance variables
21     private TurtleDisplayer display;
22     private Turtle yertle;
23
24     /** This constructor creates the Turtle Displayer and the Turtle object
25     'yertle'
26     * places yertle on the canvas, calls the 'drawKey' method, which draws the
27     Greek Key. */
28
29     public GreekKey ( ) {
30
31         // statements including call of method
32         display = new TurtleDisplayer();
33         yertle = new Turtle(FAST); //creating a FAST turtle
34         display.placeTurtle(yertle); //placing turtle on display
35         drawKey();
36         display.close();
37     }; // constructor
38
39
40     /** This method creates the Greek Key
41     */
42
43     private void drawKey ( ) {
44
45         // statements
46         yertle.penDown();
47         yertle.forward(2);
48         yertle.left(2*PI/4);
49         yertle.forward(12);
50         yertle.right(2*PI/4);
51         yertle.forward(12);
52         yertle.right(2*PI/4);
53         yertle.forward(8);
54         yertle.right(2*PI/4);
55         yertle.forward(4);
56         yertle.right(2*PI/4);
57         yertle.forward(4);
58         yertle.left(2*PI/4);
59         yertle.forward(8);
60         yertle.left(2*PI/4);
61         yertle.forward(10);
62
63
64     }; // drawKey
65
66

```

```
67
68
69     public static void main ( String[] args ) { GreekKey s = new GreekKey(); };
70
71
72
73 } // GreekKey
```