```java
1   package Assign_1_B;
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   import static Media.Turtle.*;        // for FAST turtle
7
8   /** This class draws a crystal made up of 24 dodecagons using Turtle Graphics.
9     *
10    * @author Sawyer Fenwick(st# 6005011)
11    *
12    * @version 1.0 October 1st 2016
13  */
14  public class Crystal {
15
16      // instance variables
17      private TurtleDisplayer display;
18      private Turtle yertle;
19
20      public Crystal ( ) {
21        // constructor
22        display = new TurtleDisplayer();
23        yertle = new Turtle(FAST); //creating a FAST turtle
24
25        //statements
26        display.placeTurtle(yertle); //placing turtle on display
27
28        for(int j = 1; j <= 24; j++){ //drawing the crystal by repeating a dodecagon
    24 times
29            for(int i = 1; i <= 12; i++){ //drawing a single dodecagon
30               yertle.penDown();
31               yertle.forward(25);
32               yertle.right(2*PI/12);
33
34            }
35            yertle.right(2*PI/24); //rotating the turtle after each dodecagon to create
    a full circle crystal
36        }
37        display.close(); //placing the close button the display
38      };
39
40      public static void main ( String[] args ) { Crystal s = new Crystal(); };
41
42  } // Crystal
```