

```

1  package Assign_2_B;
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 Row that using the methods 'drawKey' and 'drawRow'
12 in Turtle Graphics. It contains
13  * 17 Greek Keys.
14  *
15  * @author Sawyer Fenwick (st# 6005011)
16  *
17  * @version 1.0 October 11 2016
18 */
19
20 public class GreekRow {
21
22     // instance variables
23     private TurtleDisplayer display;
24     private Turtle yertle;
25
26     /** This constructor creates the Turtle Displayer and the Turtle object
27     'yertle'
28     * places yertle on the canvas, calls the 'drawRow' method, which draws the
29     Greek Row using 17 Greek Keys. */
30
31     public GreekRow ( ) {
32
33         // statements including call of method
34         display = new TurtleDisplayer();
35         yertle = new Turtle(FAST); //creating a FAST turtle
36         display.placeTurtle(yertle); //placing turtle on display
37         drawRow();
38         display.close();
39     }; // constructor
40
41
42     /** This method creates the Greek Key
43     */
44
45     private void drawKey ( ) {
46
47         // statements
48         yertle.penDown();
49         yertle.forward(2);
50         yertle.left(2*PI/4);
51         yertle.forward(12);
52         yertle.right(2*PI/4);
53         yertle.forward(12);
54         yertle.right(2*PI/4);
55         yertle.forward(8);
56         yertle.right(2*PI/4);
57         yertle.forward(4);
58         yertle.right(2*PI/4);
59         yertle.forward(4);
60         yertle.left(2*PI/4);
61         yertle.forward(4);
62         yertle.left(2*PI/4);
63         yertle.forward(8);
64         yertle.left(2*PI/4);
65         yertle.forward(10);
66

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```

66     }; // drawKey
67
68     /** This method creates the Greek Row using the 'drawKey' method
69     */
70     private void drawRow ( ) {
71         //statements
72         yertle.backward(136);
73         for(int i = 1; i <=17; i++){
74             drawKey();
75             yertle.penUp();
76         }
77     }; // drawRow
78
79     public static void main ( String[] args ) { GreekRow s = new GreekRow(); };
80
81
82
83 } // GreekRow

```