```java
package Assign_3;

import Media.*;                   // for Turtle and TurtleDisplayer
import java.awt.*;                // for Color objects and methods
import static java.lang.Math.*;  // for math constants and functions
import static java.awt.Color.*;  // for Color constants
import static Media.Turtle.*;    // for FAST turtle

/** This class randomly generates a cityscape with 3 to 6 buildings each containing
5 to 15 stories.
  *
  * @author Sawyer Fenwick(st# 6005011)
  *
  * @version 1.0 November 2 2016
*/

public class City {

  // instance variables
    private TurtleDisplayer display;
    private Turtle yertle;

    /** This constructor creates the turtle object "yertle", creates a canvas of
500x500 and places yertle on the
      * display. It calls on the "drawCityScape" method which draws the CityScape
by calling on several other
      * methods. */

    public City ( ) {

    // statements including call of method
      yertle = new Turtle(0);
      display = new TurtleDisplayer(yertle,500,500);
      int buildings = (int)(3*random())+3;
      drawCityScape(buildings);
      display.close();

    }; // constructor

    /** This method creates a square
*/
      private void drawSquare ( ) {

        // statements
        yertle.penDown();

        for (int i = 1; i <=4; i++){
          yertle.forward(10);
          yertle.left(PI/2);
        }

        yertle.penUp();

      }; // drawSquare

    /** This method draws a window built of 4 squares by calling on the
"drawSquare" method.   */
      private void drawWindow ( ) {

        //statements
        yertle.penDown();

        for(int i = 1; i <=4; i++){
          drawSquare();
          yertle.right(PI/2);
        }

        yertle.penUp();

      }; // drawWindow

    /** This method draws a rectangle, which will be the outside of each building. It is passed the parameter
      * "storie" which is a randomly generated number between 5 and 15. The storie is multiplied by
      *  30 (the height of 1 storie) to find the proper height of a rectangle that will accomodate how many
      *  stories there will be. */
      private void drawRectangle(int storie){

        int width = 70;
        int height;
        height = storie*30;
        yertle.penDown();

        for (int i = 1; i <=2; i ++){
          yertle.forward(width);
          yertle.left(PI/2);
          yertle.forward(height);
          yertle.left(PI/2);
        }

        yertle.penUp();

      }; //drawRectangle

      /* This method draws however many stories is required to fill a building. */
      private void drawStorie(int storie){

      //local variables
        int height;
        height = storie*30;
      //statements
        yertle.left(PI/2);
        yertle.forward(15);
        yertle.right(PI/2);
        yertle.forward(20);
        drawWindow();
        yertle.forward(30);
        drawWindow();
        yertle.left(PI);
        yertle.forward(50);
        yertle.right(PI/2);

        for(int i = 2; i <= storie; i ++){

          yertle.forward(30);
          yertle.right(PI/2);
          yertle.forward(20);
          drawWindow();
          yertle.forward(30);
          drawWindow();
          yertle.left(PI);
          yertle.forward(50);
          yertle.right(PI/2);

        }

        yertle.right(PI);
        yertle.forward(height - 15);
        yertle.left(PI/2);

      }; // drawStorie

      /* This method draws a completed building, using the "drawRectangle" and "drawStorie" methods. */
      private void drawBuilding(int storie){

        drawRectangle(storie);
        drawStorie(storie);

      } // drawBuilding

      /* This method draws a complete CityScape, based on the randomly generated numbers for how many buildings
       * will exist and how many stories each building will have. It calls on the "drawBuilding" method.*/
      private void drawCityScape(int buildings){

        yertle.moveTo(-210,-225); //"centering"

        for(int i = 1; i <= buildings; i ++){
          int storie = (int)(10*random())+5;
          drawBuilding(storie);
          yertle.forward(70);
        }

      } // drawCityScape

      public static void main ( String[] args ) { City s = new City(); };

}  // City
```