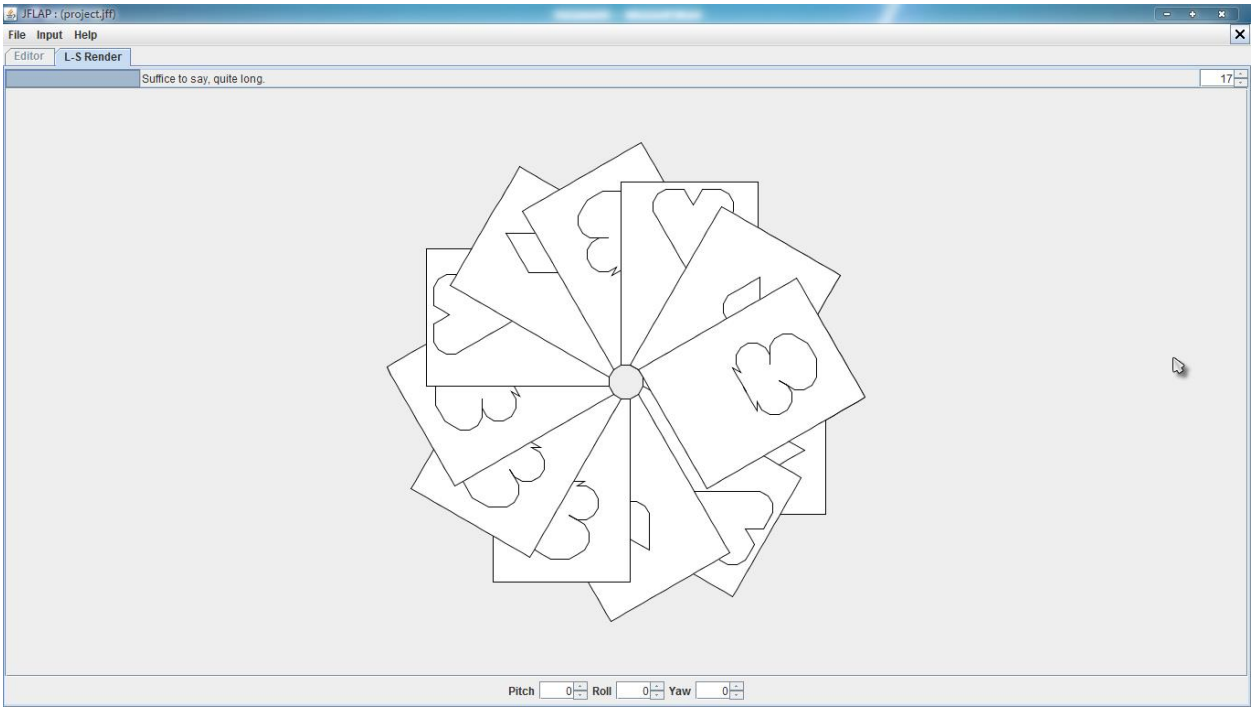
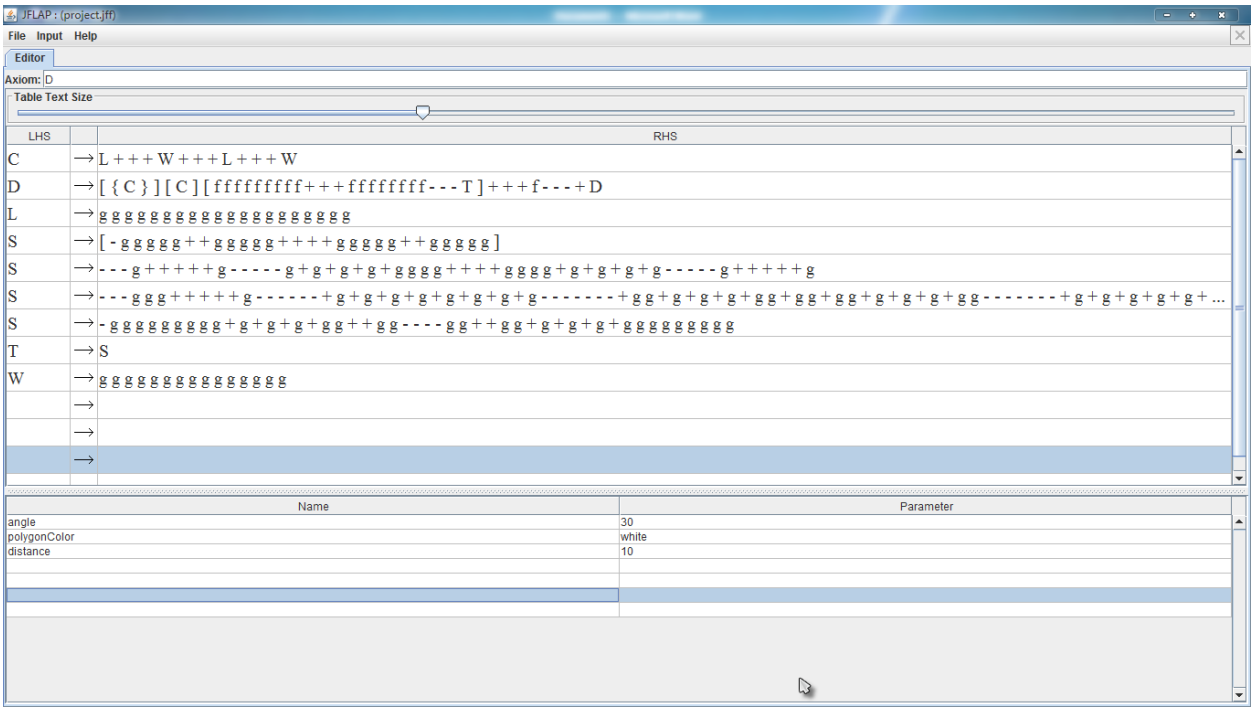
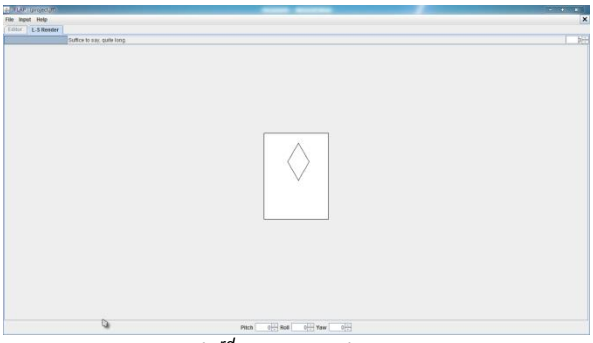


Figure 1 *Deck of cards*

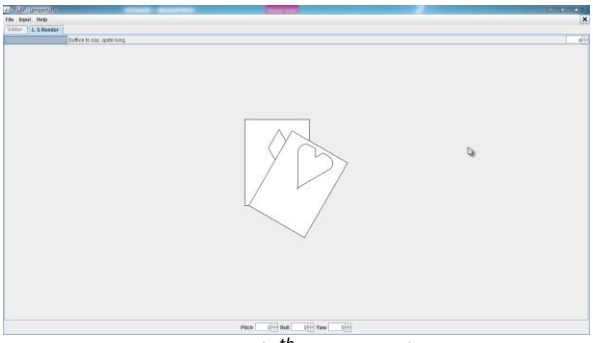
The L-System draws a deck of cards lined in a circular motion. The grammar is shown below:



The grammar consists of seven (6) variables (D, C, L, S, T and W), each of which draws its own content in the L-System. The axiom is D (deck) which consists of a rectangle filled polygon C (card), another polygon C (which serves as the border for the previous rectangle polygon) and a T which randomizes an S (shape) that will be drawn inside the polygon. S (shape) may be in the form of a Diamond (first S in the Grammar), a Spade (second S in the Grammar), a Club (third S in the Grammar) or a Heart (last S in the Grammar). The main purpose of T is to delay the painting of the shapes in order for the card and shape to be drawn at the same time.

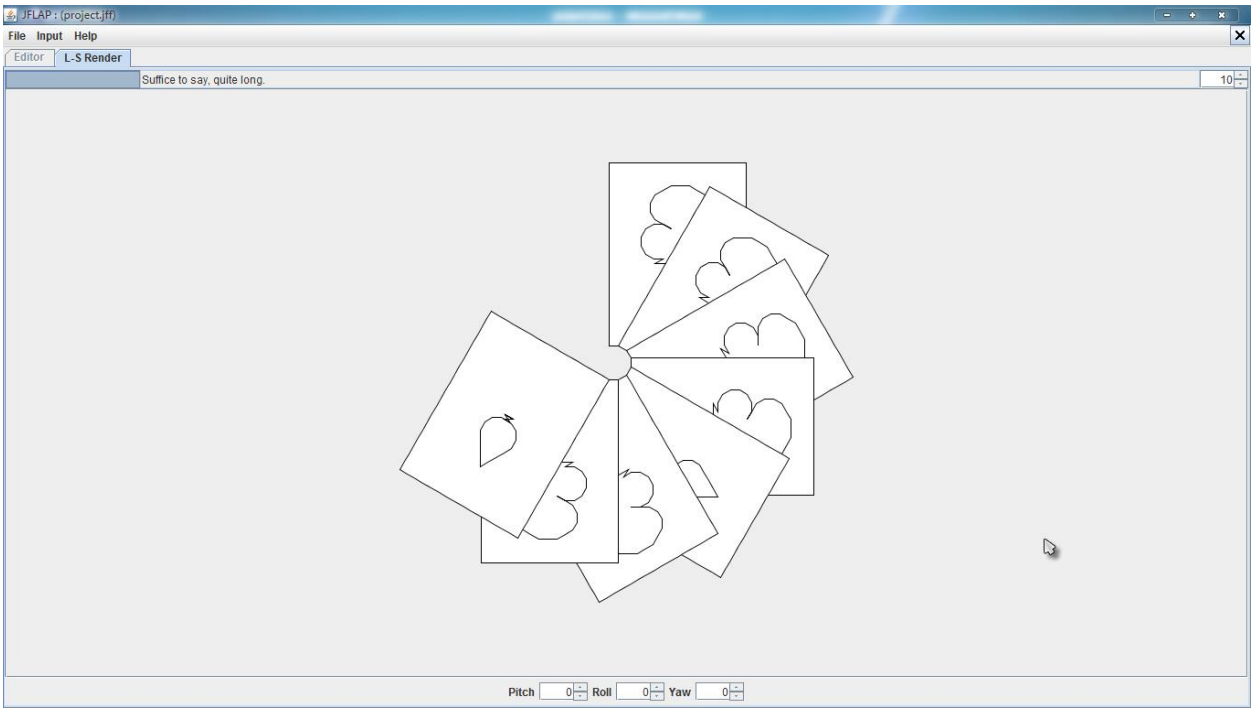


(3rd iteration)



(4th iteration)

L and W serves as the length and width of the cards. After all of the components of the card are drawn, D will move the turtle 10 distance units to the right, turn it 30 degrees clockwise and call itself.



(10th iteration)

After the 14th iteration, new cards will cover the previous cards and can proceed recursively *(See Figure 1).*