

Method Designs

Thursday, February 17, 2011
5:19 AM

- I. drawSide
Private method that moves the turtle and turns it.
- II. Rectangle
Sets the default angle for that shape, then drops the turtle's tail. It then uses drawSide to draw all 4 sides, with their appropriate length. Finally, it lifts the tail up.
- III. Pentagon
Sets the default angle for that shape, then drops the turtle's tail. It then uses drawSide to draw all 5 sides, with their appropriate length. Finally, it lifts the tail up.
- IV. Hexagon
Sets the default angle for that shape, then drops the turtle's tail. It then uses drawSide to draw all 6 sides, with their appropriate length. Finally, it lifts the tail up.
- V. Octagon
Sets the default angle for that shape, then drops the turtle's tail. It then uses drawSide to draw all 8 sides, with their appropriate length. Finally, it lifts the tail up.
- VI. Square
Sets the default angle for that shape, then drops the turtle's tail. It then uses the rectangle method to draw a rectangle with sides of equal lengths. Finally, it lifts the tail up.