ICS 140 Computational Thinking with Programming

Assignment 1

For this assignment, make any freeform drawing you wish using the turtle library. The only requirement is that you spend at least 30 minutes coding and that you don't download code from the internet and submit it as your own. If you don't have any ideas, you can consider the following:

- Create a smiley face.
- Create a tic tac toe board with some Xs and Os
- Create a car with circles for wheels and boxy body
- Create a 3 dimensional cube

When you are done, take a screenshot of your code and paste it into this document. Then take a screenshot of your drawing and paste it in the document. When done, save this file as a PDF and upload it to D2L.

Turtle Cheat Sheet

The first line in your program should be: import turtle

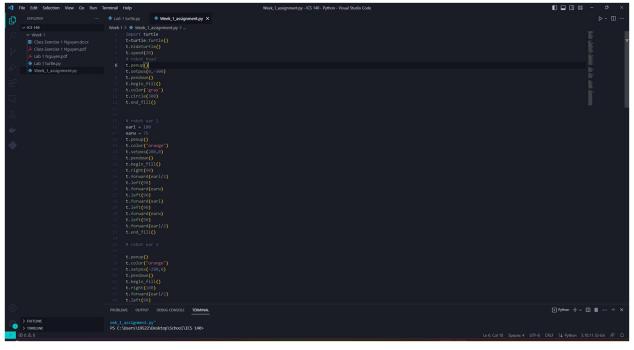
Name your turtle: name = turtle.Turtle()

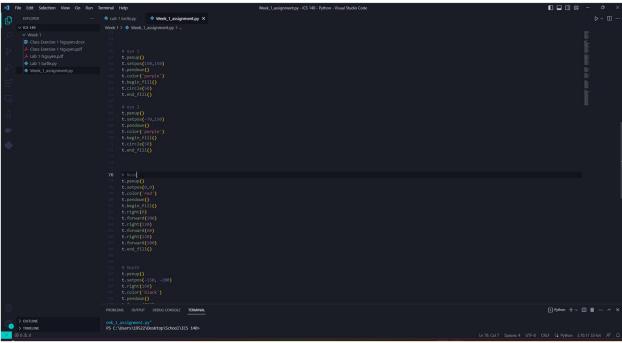
Use some combination of the following commands to draw (the numbers can be changed to change the size of the line/circle/angle):

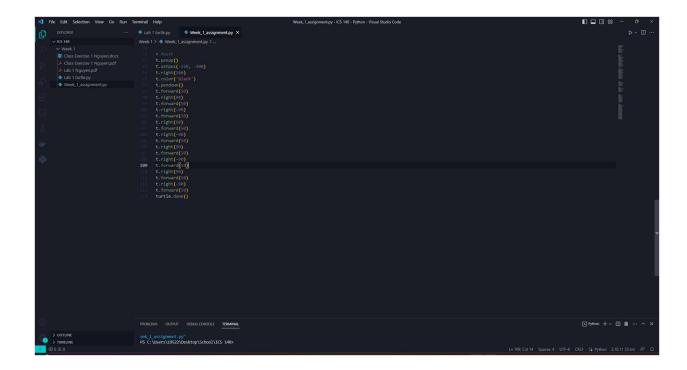
- name.forward(100)
- name.right(90)
- name.left(90)
- name.circle(100)
- name.penup()
- name.pendown()
- name.setpos(x,y)

The last line in your program should be: turtle.done()

Paste your python code here:







Paste a screenshot of your drawing here:

