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import turtle

turtle = turtle.Turtle()

turtle.speed(0)

turtle.color("red")

turtle.pensize(5)

# Draw a pattern using turtle graphics
for i in range(36):
    for j in range(4):
        turtle.forward(100)
        turtle.right(90)
    turtle.right(10)

# End of the pattern

# Hide the turtle

obj1 = turtle.getscreen()

obj1.mainloop()

turtle.hideturtle()

turtle.done()

turtle.exitonclick()

turtle.bye()

turtle.clear()

turtle.reset()
```