**Summary:** In this algorithm, I have described how my first name’s first letter (Z) and my last name's first letter (A) can be drawn. I have used turtle to implement it. Moreover, turtle’s multiple methods like speed(), forward(), left(), right(), penup(), pendown() are used. We have also used a screen.mainloop() which will start event loops.

**Steps of the Algorithm:**

1. At first, I have set the author as my name,
2. After that I have imported the turtle module,
3. Then inside the main function, I have set the speed of the animation 3s using speed(3),
4. I initiated the pen with penup(),
5. To keep the objects in the center, I have forwarded it to -150 pixels distance using the method forward(-150).
6. Then to place the virtual pen down I used pendown() method.

\*\*\*\*\*Drawing **Z**\*\*\*\*\*

1. I have set the pen color black using pencolor("black"),
2. Then I moved it forward to 50 pixels distance which will create a straight line of 50 pixels,
3. After that I have used the right(120) to move to the right angle to 120 degrees,
4. Then I have forwarded to the 100 pixels,
5. Moreover, I used the left(120) for an instant 120 degree an left angle,
6. And forwarded it to 60 pixels which has eventually created a ‘Z’ shape.

\*\*\*\*\*Drawing **A**\*\*\*\*\*

1. To create a short distance from the first letter (A), I have initiated with penup() method.
2. Forwarded it to 150 pixels using forward(150) which create some space,
3. Then to place the virtual pen down I used pendown() method.
4. Now to draw letter A, I have started with left(120) which will create a left angle to 120 degrees,
5. Then I have forwarded it to 100 pixels using forward(100),
6. After that I again created a left angle of 120 degrees using left(120),
7. Repeatedly, I forwarded it to 100 pixels using forward(100) which will create an opposite shape of V,
8. Now to turn it a little bit back I have used forward(-50),
9. And set 120 degrees angle to the left using left(120),
10. Moved it forward to the 50 pixels using forward(50) which will eventually create an ‘A’ shape,
11. After that to start the event loop, I have called screen.mainloop() method.
12. Finally, I have called the main function to execute the whole code.