

```
# The following program draws a tree
# Call the function with different parameters to determine what each of them
# does
# How does such a simple function result in such a complex figure?
# Play with the idea to see whether you can get other interesting shapes
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```
from turtle import *
```

```
def tree(length, angle, step):
    if length < step:
        return

    forward(length)
    left(angle)
    tree(length / 2, angle, step)
    right(angle)
    tree(length / 2, angle, step)
    right(angle)
    left(angle)
    backward(length)
```

```
speed(100)
left(90)
tree(200, 30, .5)
```