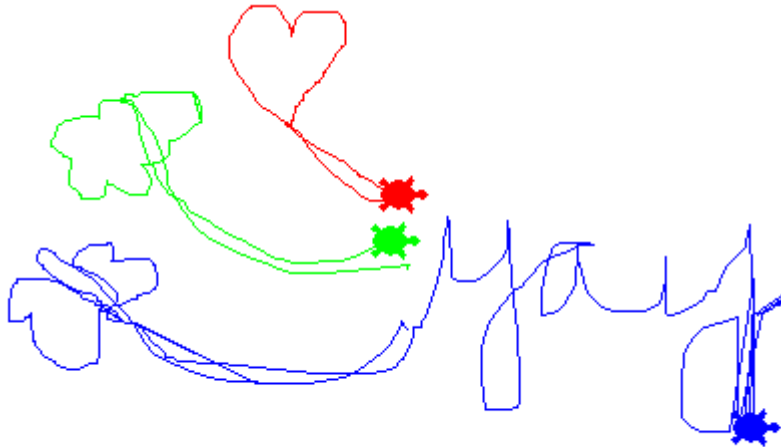


Turtle Objects

Activity 1: Paint

Create a very simple paint program. You should have at least three colored turtles that when dragged leave a mark. Here is a very artistic drawing that came from my paint program:



Extensions:

- Provide a large number of randomly-generated colors by using a list of turtles
- Give the user some way of bringing the pen up (maybe pressing a key on the keyboard?)
- Provide an eraser (ok, just some way of painting in white)
- Give different pen thicknesses

Activity 2: Find the Pyramid

Randomly place a pyramid (yellow, large turtle) on the screen. Have a second turtle move randomly until it is close to the pyramid. Stop the seeking turtle once it has found the pyramid.

Extensions:

- Print the number of tries it took to find the pyramid
- Allow the user to run the pyramid seeking multiple times
- Display a message on the window when the pyramid is found
- Randomly move the pyramid every once in a while

