

OPEN FILES

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```
1 import turtle as t
2 t.speed(0)
3 t.pensize(2)
4 t.left(90)
5 t.backward(100)
6 t.color("green")
7
8 #RECURSION
9 def draw(l):
10     if(1<10):
11         return
12     else:
13         t.forward(1)
14         t.color("red")
15         t.circle(2)
16         t.color("green")
17         t.left(30)
18         draw(3*1/4)
19         t.right(60)
20         draw(3*1/4)
21         t.left(30)
22         t.backward(1)
23
24 draw(100)
25
```

Definitions:

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Python Turtle Graphics

