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import turtle
import random

window = turtle.Screen()
arthur = turtle.Turtle()
window.colormode(255)
arthur.speed(0)
arthur.width(2)
window.bgcolor(50,0,70)
arthur.pencolor(255,255,0)

def shape(angle,side,limit):
    reverseDirection = 200
    arthur.forward(side)

    if side % (reverseDirection*2) == 0:
        angle = angle + 2
        print side
    elif side % reverseDirection == 0:
        angle = angle - 2
        print side

    arthur.right(angle)
    side = side + 2
    if side < limit:
        shape(angle,side,limit)

angle = 119
side = 0
limit = 600
shape(angle, side, limit)

turtle.done()
```

