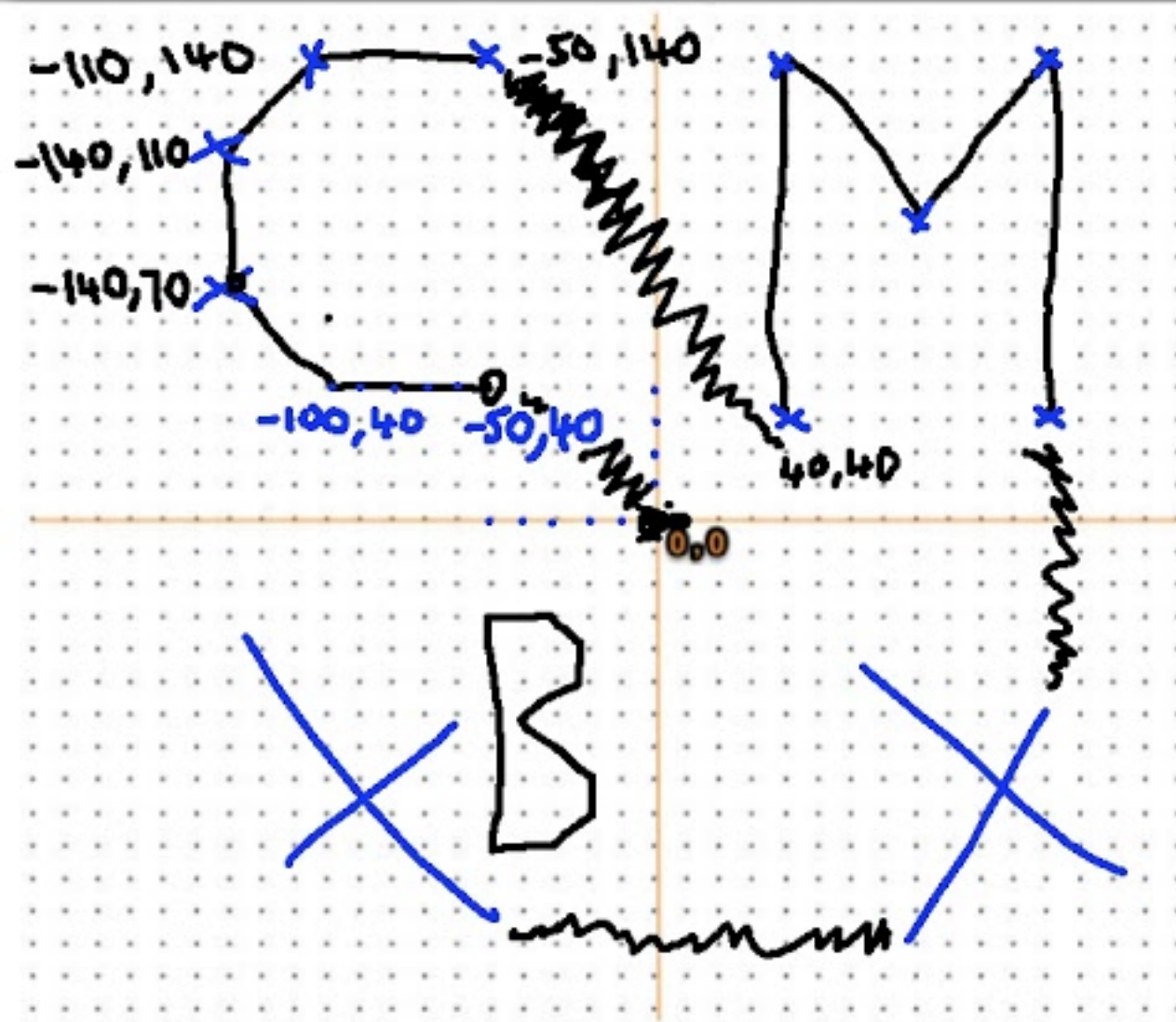




trinket

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```
main.py
1 import turtle
2
3 colin = turtle.Turtle()
4
5
6
7 colin.penup()
8 colin.goto(-50,40)
9 colin.pendown()
10
11 colin.goto(-100,40)
12
13 colin.goto(-140,70)
14
15 colin.goto(-140,110)
16
17 colin.goto(-110,140)
18 colin.goto(-50,140)
19
20
```

The canvas shows a turtle cursor at the origin (0,0) drawing a shape. The shape is a complex polygon with vertices at (-50, 40), (-100, 40), (-140, 70), (-140, 110), (-110, 140), and (-50, 140). The turtle is currently at (-50, 140) and is about to draw a wavy line segment.

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