

## EDUBLOCKS

**Άσκηση 1**

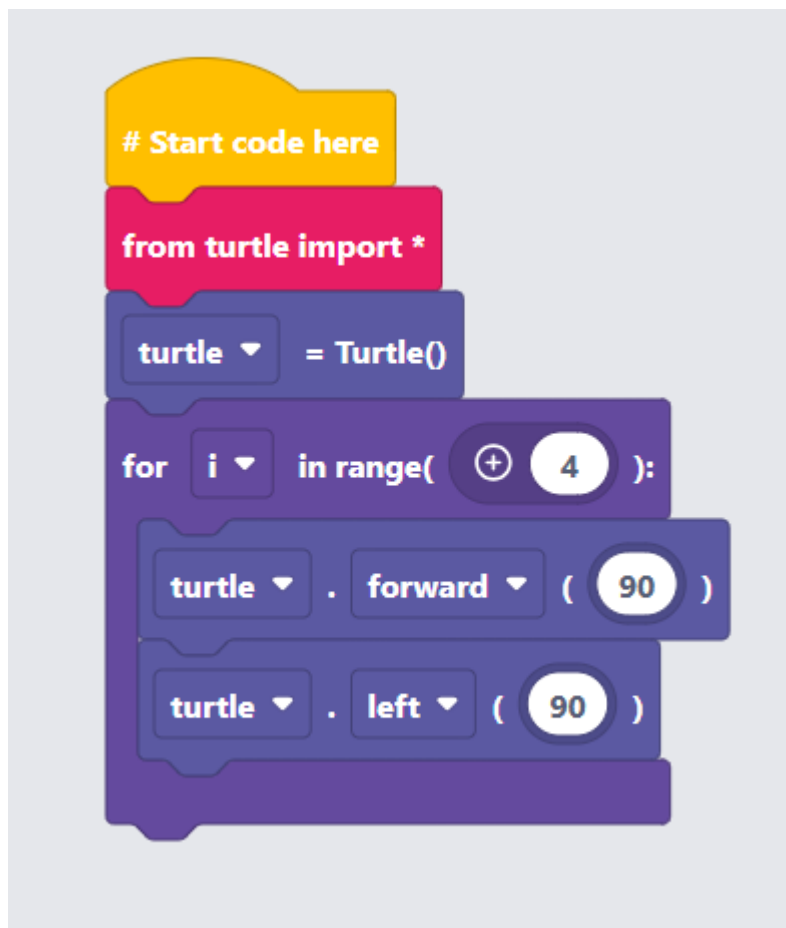
Χρησιμοποιώντας την βιβλιοθήκη Turtle να δημιουργήσετε ένα τετράγωνο στο Edublocks.

**Λύση**

```
# Start code here
from turtle import *
turtle = Turtle()
turtle . forward ( 90 )
turtle . left ( 90 )
turtle . forward ( 90 )
turtle . left ( 90 )
turtle . forward ( 90 )
turtle . left ( 90 )
turtle . forward ( 90 )
turtle . left ( 90 )
```

## Άσκηση 2

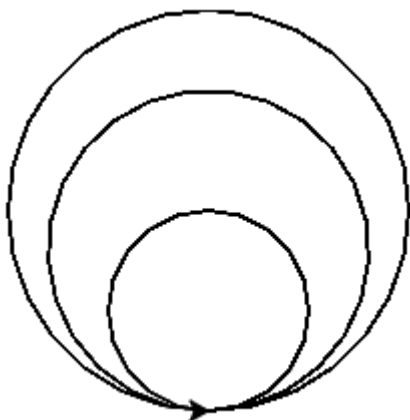
Να δημιουργήσετε το ίδιο τετράγωνο με τη εντολή for.



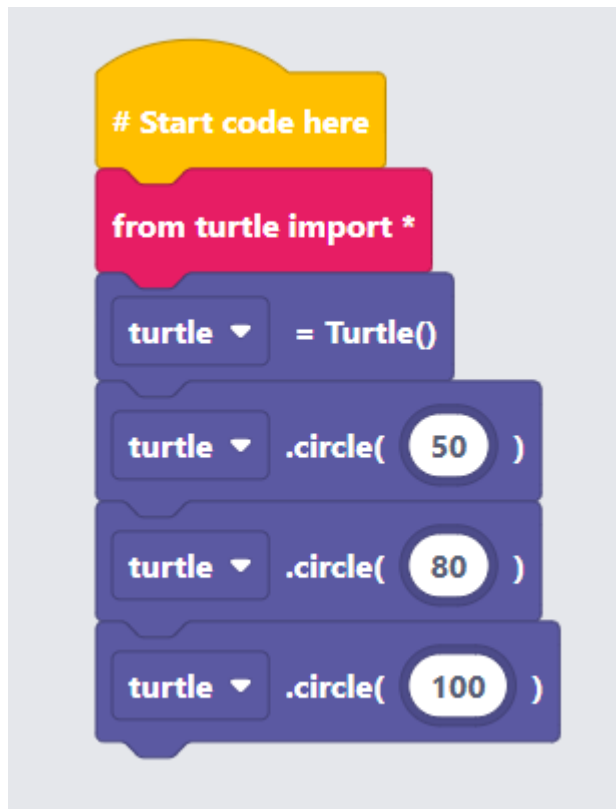
```
# Start code here
from turtle import *
turtle = Turtle()
for i in range(4):
    turtle.forward(90)
    turtle.left(90)
```

## Άσκηση 3

Να δημιουργήσετε το παρακάτω σχήμα.



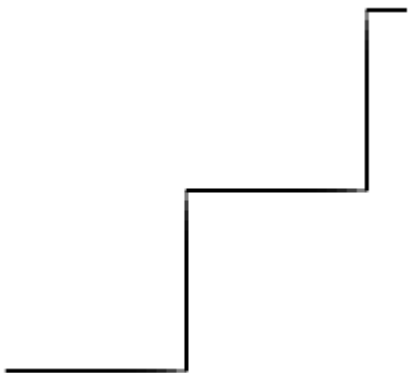
## Λύση



```
# Start code here
from turtle import *
turtle = Turtle()
turtle.circle(50)
turtle.circle(80)
turtle.circle(100)
```

## Άσκηση 3

Να δημιουργήσετε το παρακάτω σχήμα.



**Λύση**

```
# Start code here
from turtle import *
turtle = Turtle()
turtle . forward ( 90 )
turtle . left ( 90 )
turtle . forward ( 90 )
turtle . right ( 90 )
turtle . forward ( 90 )
turtle . left ( 90 )
turtle . forward ( 90 )
turtle . right ( 90 )
turtle . forward ( 90 )
```

The image shows a sequence of Scratch code blocks. It starts with a yellow comment block "# Start code here". This is followed by a pink block "from turtle import \*". Then, a series of blue blocks: "turtle = Turtle()", "turtle . forward ( 90 )", "turtle . left ( 90 )", "turtle . forward ( 90 )", "turtle . right ( 90 )", "turtle . forward ( 90 )", "turtle . left ( 90 )", "turtle . forward ( 90 )", "turtle . right ( 90 )", and finally "turtle . forward ( 90 )".