**![C:\Users\hatcher\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\LTYY3JZ6\MC900057952[1].wmf]()AP Computer Science**

**Turtle Informational Packet**

1. After you have programmed your initials in the main method, try and create a new method above the main called *initials()*. Copy the code into this new method and delete the dot operator from each line. Then call (invoke) this new method from the main. You should end up with only three lines of code in the main.
2. If you feel ambitious….you can further break up the code into three more specific methods. For me (TMH), I could create a *drawT()* method, a *drawM()* method, and a *drawH()* method. The *initials()* method would then call the three methods above.
3. Then, try your hand at creating a new method called *drawSquare()*. The code should have your turtle draw a square box. What would the return type be for the method header? Can you figure out a way to add a parameter to the method that would be used to determine the size the square? Once you have created the method, call it from the main and add an appropriate parameter for the length of the sides.
4. Can you also create a new method called *drawTriangle*()?
5. ![C:\Users\hatcher\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\FSI3OVN9\MC900215306[1].wmf]()Could you finally create a method called *drawHouse()?* What two other methods would you use in the *drawHouse()* method?