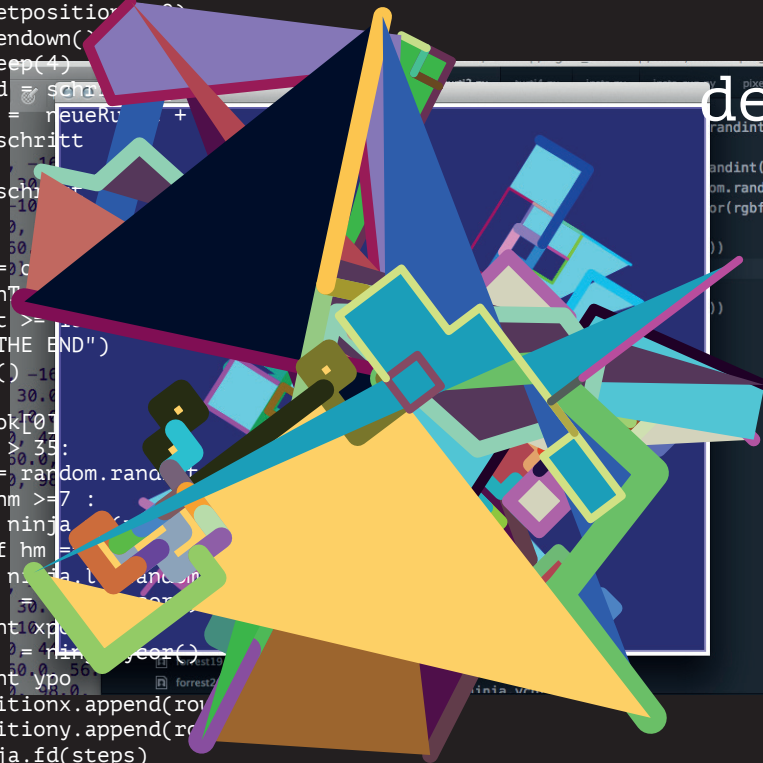


```
ninja.penup()
ninja.setposition(0,0)
ninja.pendown()
time.sleep(4)
newRound = schritt
step[1] = neueRunde +
return schritt
else:
return schritt

def art(code):
rundenTest = 0
print rundenTest
if roundTest >= 10:
print("THE END")
saveImg()
else:
step = ok[0]
if step > 35:
hm = random.random()
if hm >= 7 :
ninja.fd(1)
elif hm <= 7 :
ninja.bk(1)
xpo = 50
print(xpo)
ypo = 40
print(ypo)
positionx.append(round(xpo))
positiony.append(round(ypo))
ninja.fd(steps)
xpo nach = ninja.xcor()
```



```
def Algorithm():
try:
code[]
except:
pass
```

{1.0}
marco.spitzbarth

```

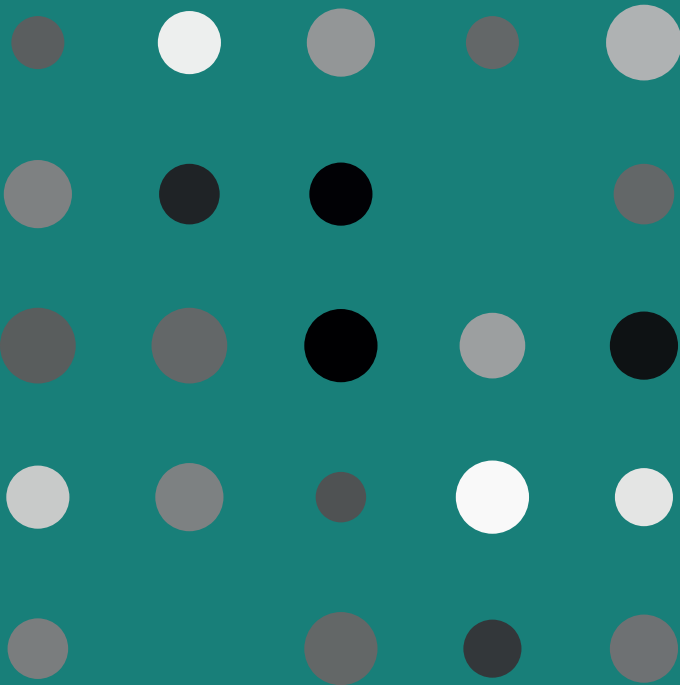
def intro():
    hello = user[Name]
    try:
        playground(1)
    except:
        close()

def grid(A,B,C,D):
    m = ((C - D)/2)
    LC = [0,0]
    LC[0] = 0 - m
    LC[1] = 0 + m
    for i in range(C/D):
        for i in range(C/D):
            A.append(LC[0])
            B.append(LC[1])
            LC[0] = LC[0] + D
        LC[0] = 0 - m
        LC[1] = LC[1] - D

intro.grid(X,Y,300,60)
print.saveImg[]

sys.nextPage()

```

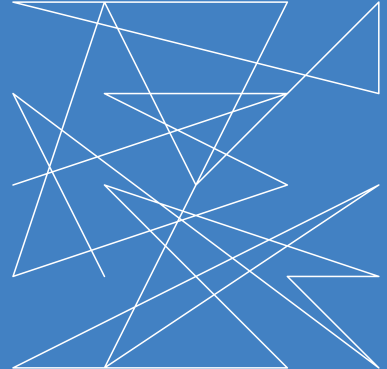
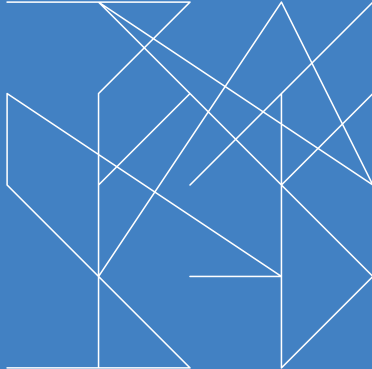
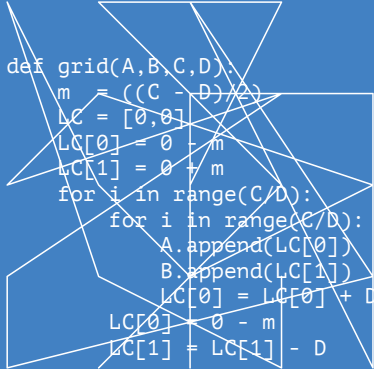


```
def line(grid):
    for dots in grid:
        draw.line()
```

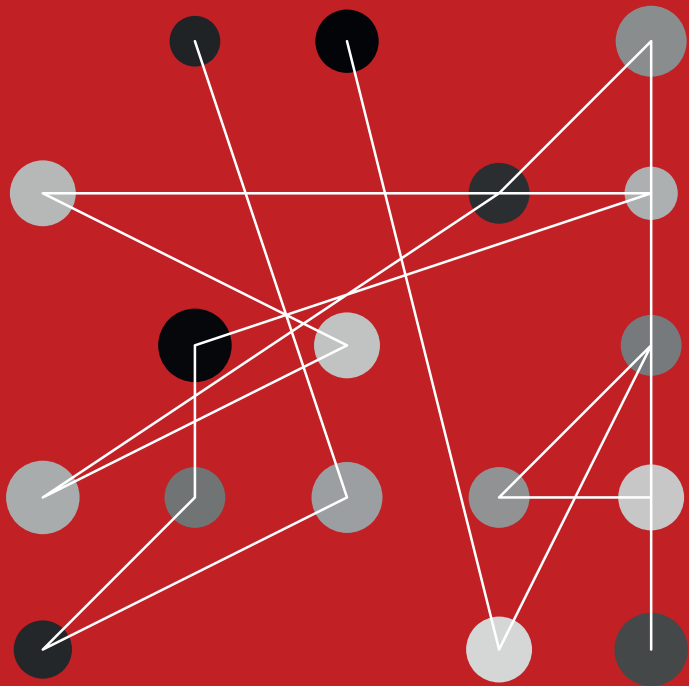
```
def grid(A,B,C,D):
    m = ((C - D)/2)
    LC = [0,0]
    LC[0] = 0 - m
    LC[1] = 0 + m
    for i in range(C/D):
        for i in range(C/D):
            A.append(LC[0])
            B.append(LC[1])
            LC[0] = LC[0] + D
            LC[1] = LC[1] - D
```

```
intro.grid(X,Y,300,60)
print.saveImg[]
```

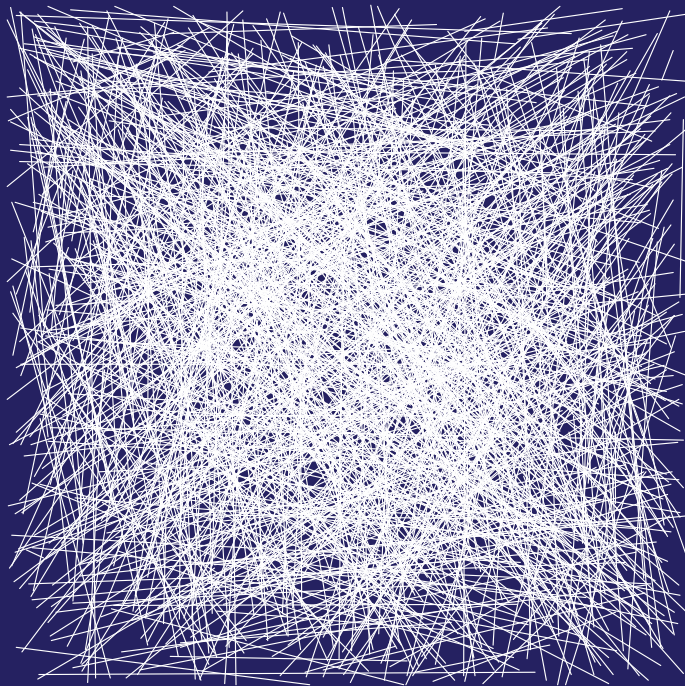
```
sys.nextPage()
```



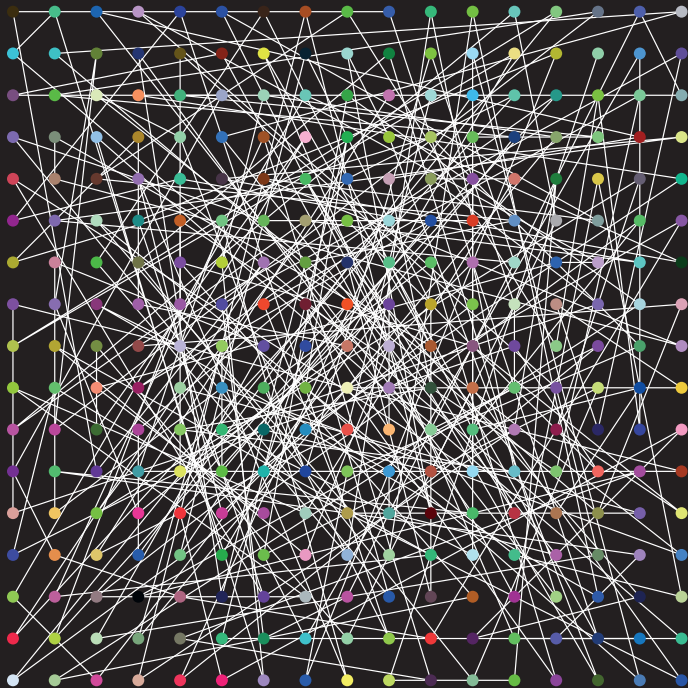
```
for dots in line:  
    connect(dots)
```

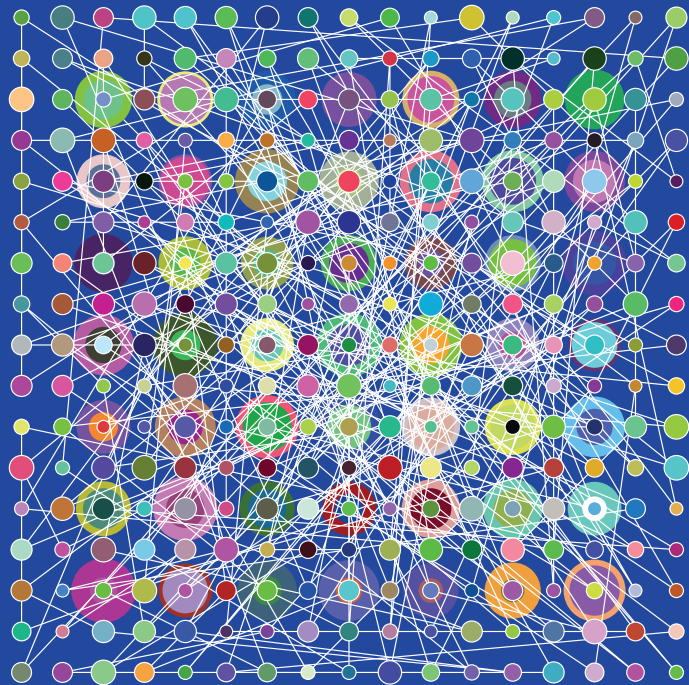


white_ninja(999)



```
def gridNinja(x,y,z1,z2):
    target= range(len(x))
    random.shuffle(target)
    for idx, val in enumerate(target):
        ninja.setposition(x[val],y[val])
        ninja.pendown()
        if z1 < z2:
            rad1 = randint(z1,z2)
        else:
            rad1 = z1
        ninja.dot((rad1+2),"#ffffff")
        ninja.dot(rad1,ninjaRColor())
        ninja.penup()
```






```
ninja.speed(5)  
ninja.screen.bgcolor("#2569b2")
```

```
ninja.penup()
```

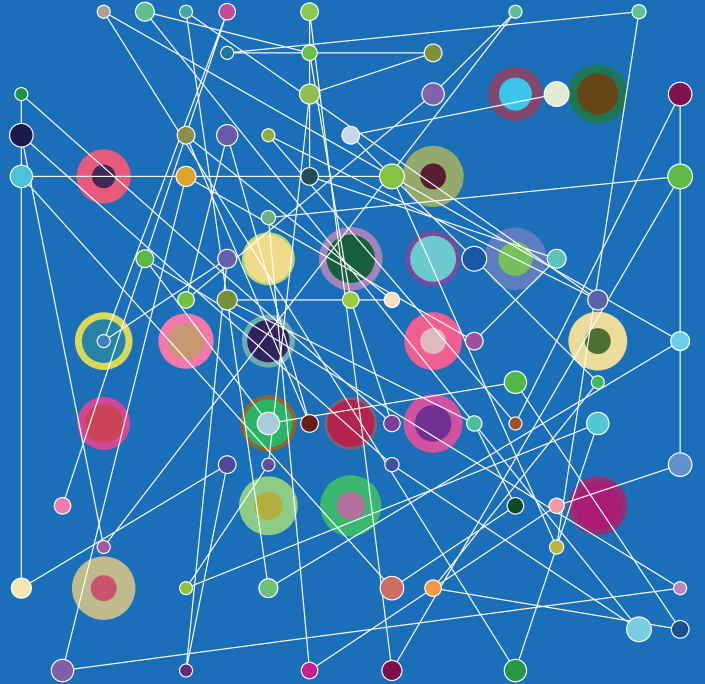
```
x = 0  
y = 0
```

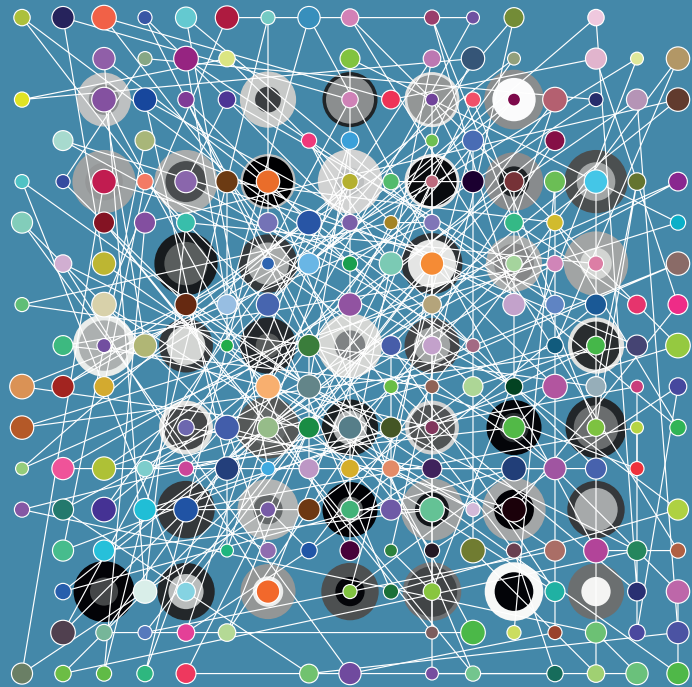
```
gridListX = []  
gridListY = []
```

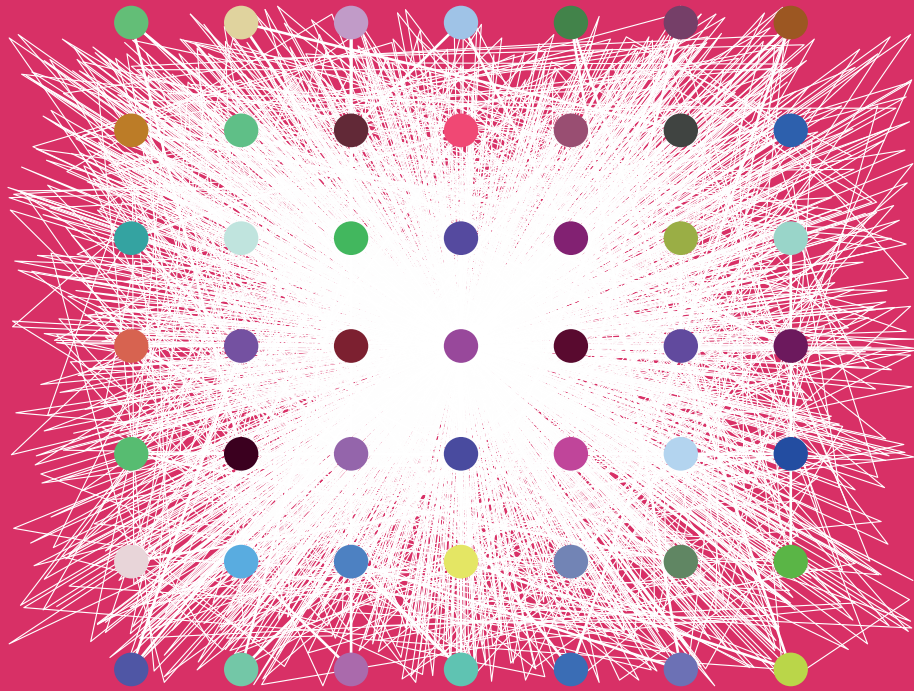
```
grid(gridListX,gridListY,490,70)
```

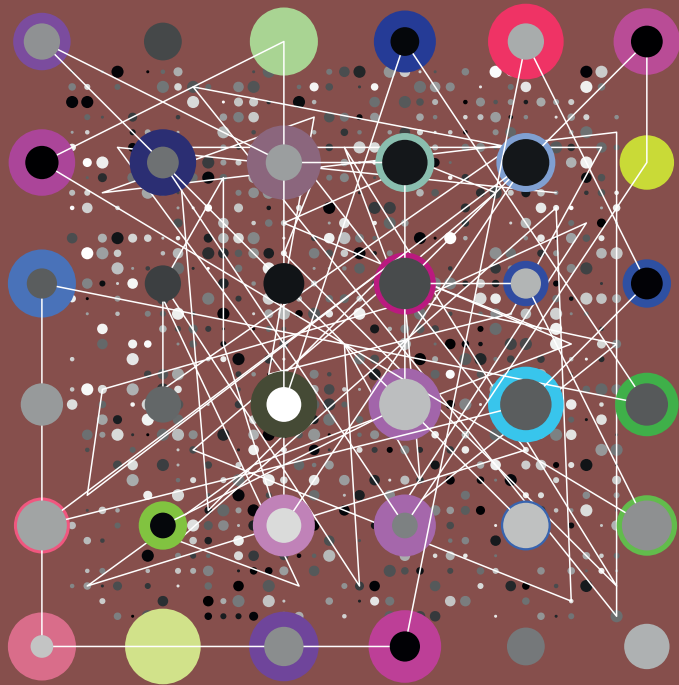
```
gridNinja(grid,45,55,1)  
gridNinja(grid,20,43,0.1)
```

```
saveImg()
```









```
combine.event[]
start.party()

x = 0;listX =[]
y = 0;listY =[]

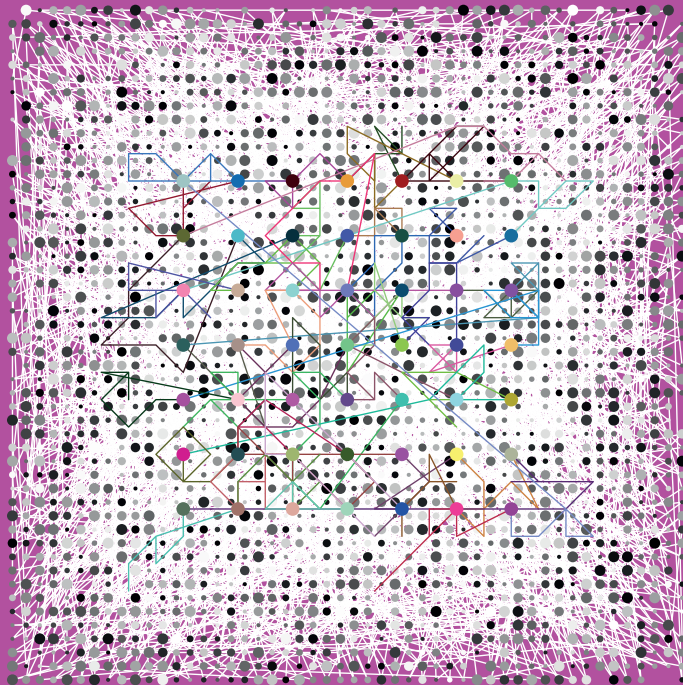
grid(x,y,listX,listY,500,10)
kor = korList(listX,listY)
cut = cutGrid(kor,2300)
gridLine(cut)
gridDot(cut,3,8,0.01,2)

listX = []
listY = []
grid(x,y,listX,listY,280,40)
kor = korList(listX,listY)

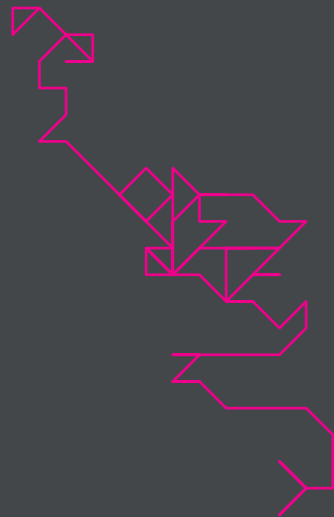
for i in range(len(kor)):
    origami(listX[i],listY[i],20,8,1)

rasterDot(kor1,10,10,0.01,1)

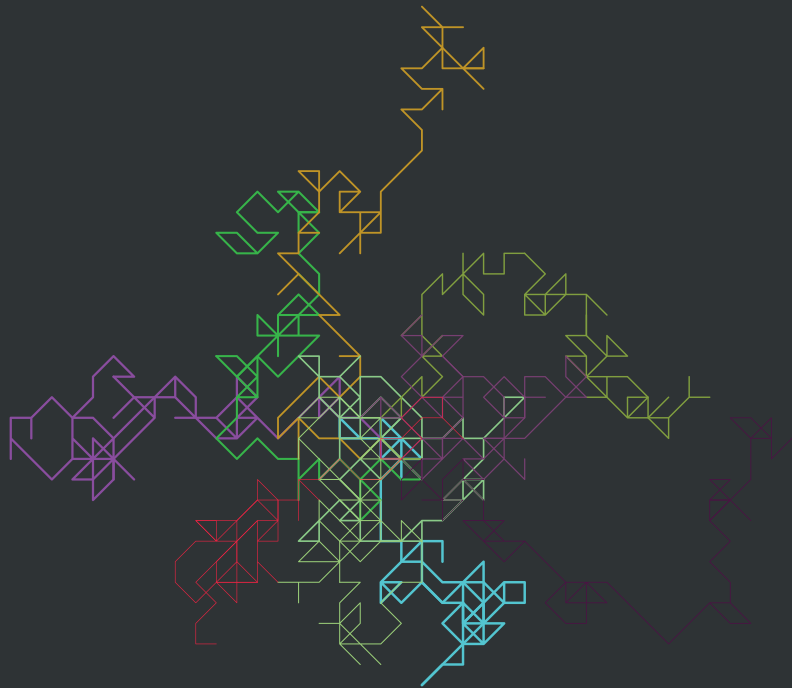
print.saveImg[]
sys.nextPage()
```

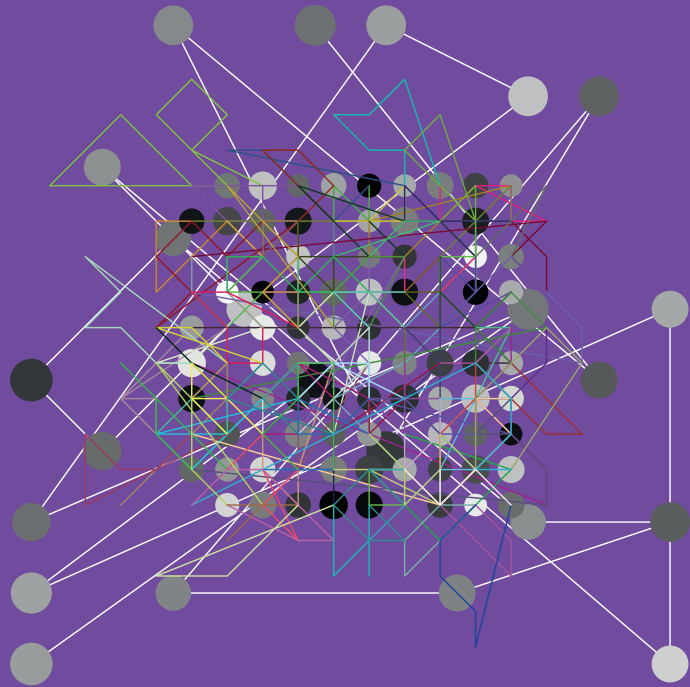


```
def origami()  
    if step == 1 :  
        x = x + 10  
        y = y  
    elif step == 2:  
        x = x + 10  
        y = y + 10  
    elif step == 3:  
        x = x  
        y = y + 10  
    elif step == 4:  
        x = x - 10  
        y = y  
    elif step == 5:  
        x = x  
        y = y - 10  
    elif step == 6:  
        x = x - 10  
        y = y - 10  
    elif step == 7:  
        x = x - 10  
        y = y + 10  
    elif step == 8:  
        x = x + 10  
        y = y - 10  
    origami.goto(x,y)
```



```
origami.fold()
```






```
import art from code

def saveImg():
    name = random.randint(1000, 9999)
    nameSav = "img/" + str(name) + ".svg"
    ts = ninja.getscreen()
    canvasvg.save_all(nameSav)

playground = 5000

ninja.screen.title("Titbull")

ninja.screen.bgpic("titbull.png")
ninja.screen.bkcolor("white")
ninja.screen.screensize(500, 500)
ninja.pensize(10)
strich = 8; fill = "#000000"
ninja.speed(1)

rgb = '#%02x%02x%02x' % (strich, (100+strich), 200)
rgbfill = '#%02x%02x%02x' % (fill, fill, fill)
ninja.pencolor(rgb);ninja.fillcolor(rgbfill)

ninja.penup()
ninja.setposition(0,0)
ninja.pendown()
```



```
if xnow > randro:
    stopx = 1
elif xnow < randlu:
    stopx = 1
else:
    stopx = 0
if ynow > randro:
    stopy = 1
elif ynow < randlu:
    stopy = 1
else:
    stopy = 0
if xnow <= 0:
    xindex = alley.index(xjetzt)
else:
    xindex = int()
if ally[xindex] == ynow:
    rgb1 = '#%02x%02x%02x' % (random.randint(0,255), random.randint(0,255), random.randint(0,255))
    ninja.screen.bgcolor(rgb1)
    rgb = '#%02x%02x%02x' % (random.randint(0,255), random.randint(0,255), random.randint(0,255))
    rgbfill = '#%02x%02x%02x' % (fillcolor, fillcolor, fillcolor)
    ninja.pencolor(rgb);ninja.fillcolor(rgbfill)
    print("alert!")
if yjetzt in alley:
    yindex = alley.index(yjetzt)
else:
    yindex = int()
    while positionx:
        positionx.pop(0)
    while positiony:
        positiony.pop(0)
```







