

Fraktale w pythonie

[Wikipedia: L-systems](#)



[fractal_ardugeek.py](#)

```
import turtle
import time

# Configuration
FONT = ("Arial", 48, "bold")
LETTER_SPACING = 65
ANIMATION_DELAY = 0.5 # seconds between drawing each letter
FRACTAL_ITER = 2       # reduced iterations for faster drawing
FRACTAL_SCALE = 10     # scaling factor for fractal drawing

# L-system definitions for each letter (axiom, rules, angle)
# 8 distinct fractals for 8 letters in "ArduGeek"
L_SYSTEMS = [
```

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    ("F", {"F": "F+F--F+F"}, 60), # Koch curve
    ("FX", {"X": "X+YF+", "Y": "-FX-Y"}, 90), # Dragon curve
    ("F-G-G", {"F": "F-G+F+G-F", "G": "GG"}, 120), # Sierpinski
triangle
    ("X", {"X": "F-[[X]+X]+F[+FX]-X", "F": "FF"}, 25), # Fractal plant
    ("A", {"A": "B-A-B", "B": "A+B+A"}, 60), # Arrowhead curve
    ("X", {"X": "X+YF++YF-FX--FXFX-YF+", "Y": "-FX+YFYF++YF+FX--FX-Y"},
90), # Gosper curve
    ("F+F+F+F", {"F": "F+F-F-F+F"}, 90), # Smaller
square Koch variant
    ("F", {"F": "F+F-F"}, 120) # Terdragon curve for an intricate,
compact design
]

# Setup screen and turtles
def setup():
    screen = turtle.Screen()
    screen.title("ArduGeek with Persistent Fractals")
    screen.bgcolor("white")

    pen = turtle.Turtle()
    pen.hideturtle()
    pen.penup()
    pen.speed(1)
    pen.color("darkblue")

    fractal_t = turtle.Turtle()
    fractal_t.hideturtle()
    fractal_t.penup()
    fractal_t.speed(0)
    fractal_t.color("gray")

    return screen, pen, fractal_t

# Generate L-system string
def generate_lsystem(axiom, rules, iterations):
    s = axiom
    for _ in range(iterations):
        s = ''.join(rules.get(ch, ch) for ch in s)
    return s

# Draw L-system with given turtle
def draw_lsystem(t, instructions, angle, scale):
    for cmd in instructions:
        if cmd in ('F', 'G'):
            t.forward(scale)
        elif cmd == '+':
            t.right(angle)
        elif cmd == '-':
            t.left(angle)
        elif cmd == '[':

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        stack.append((t.position(), t.heading()))
    elif cmd == ']':
        pos, head = stack.pop()
        t.penup()
        t.goto(pos)
        t.setheading(head)
        t.pendown()

# Main animation: draw each fractal once, then write letters on top
def animate_text_with_fractals(screen, pen, fractal_t, text):
    # center the text on screen
    total_width = len(text) * FONT[1] * 0.6 + (len(text)-1) *
    LETTER_SPACING
    start_x = -total_width / 2
    baseline_y = 0
    pen.goto(start_x, baseline_y)

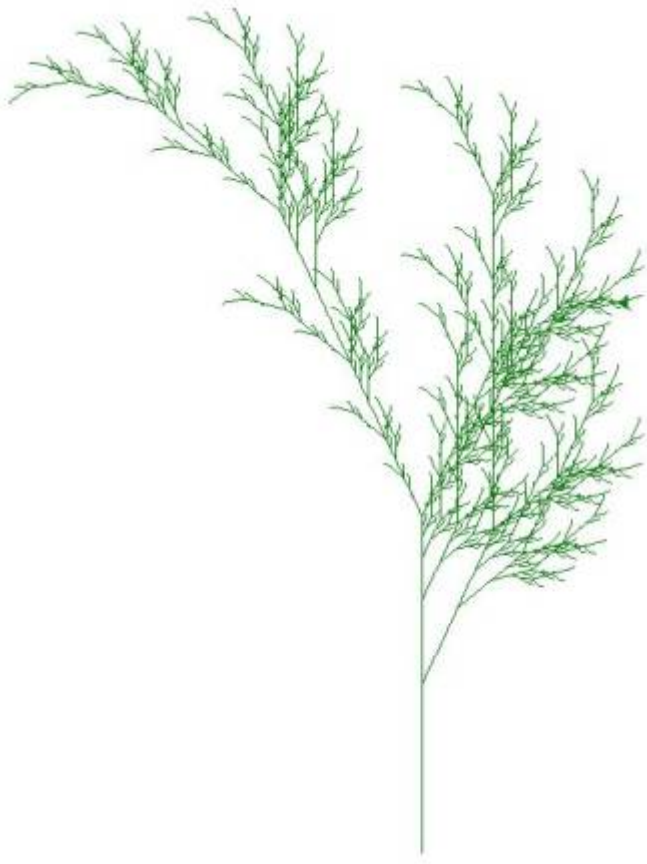
    # draw persistent fractals behind each letter
    for i, letter in enumerate(text):
        axiom, rules, angle = L_SYSTEMS[i]
        inst = generate_lsystem(axiom, rules, FRACTAL_ITER)
        fractal_t.penup()
        # align each fractal under its letter
        fractal_t.goto(start_x + i*(FONT[1]*0.6 + LETTER_SPACING),
        baseline_y - FONT[1]*0.6)
        fractal_t.setheading(90) # align fern and others upright
        fractal_t.pendown()
        global stack
        stack = []
        draw_lsystem(fractal_t, inst, angle, FRACTAL_SCALE)
        fractal_t.penup()

    # write all letters on top, one by one
    pen.goto(start_x, baseline_y)
    for letter in text:
        pen.write(letter, font=FONT, align="left")
        pen.forward(FONT[1]*0.6 + LETTER_SPACING)
        time.sleep(ANIMATION_DELAY)

if __name__ == '__main__':

    screen, pen, fractal_t = setup()
    input()
    animate_text_with_fractals(screen, pen, fractal_t, "ArduGeek")
    pen.penup()
    screen.mainloop()

```



fractal_plant.py

```
from turtle import *

tracer(0)
start="X"
dlugosc=4
kat=25

stos=[]
slZam={'X': 'F+[[X]-X]-F[-FX]+X', 'F': 'FF'}

iteracje=6
zolw='zółw'

def LSBuduj(st,ile,sl):
    nowy=""
    for litera in st:
        if litera in st:
            if litera in sl.keys():
                nowy+=sl[litera]
            else:
                nowy+=litera

    if ile>1:
        ile-=1
```

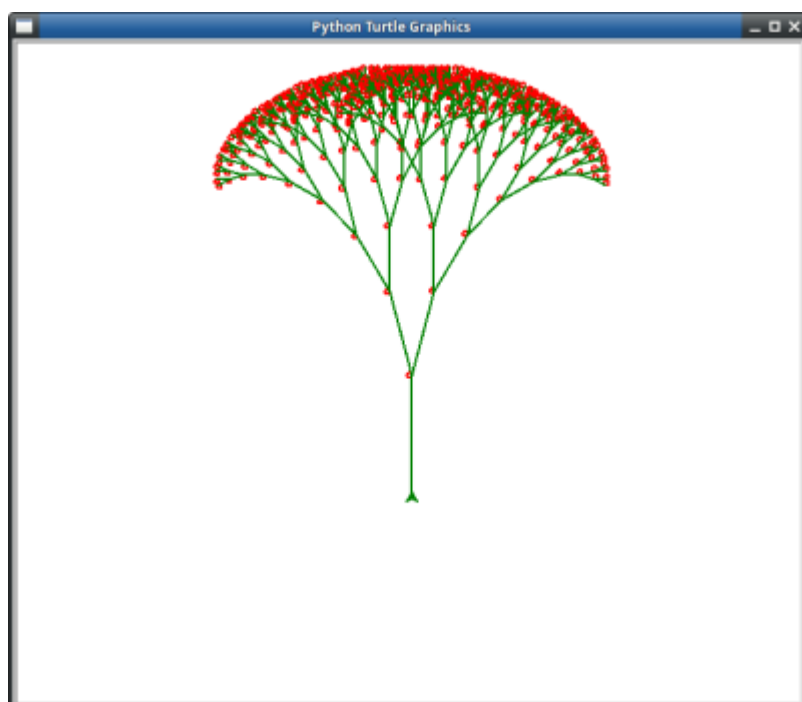
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        return LSBuduj(nowy, ile, sl)
    else:
        return nowy
DoWykonania=LSBuduj(start, iteracje, slZam)
Polecenia={}
Polecenia['F']=[zolw+'.pd()', zolw+'.fd('+str(dlugosc)+'')']
Polecenia['+']=[zolw+'.right('+str(kat)+'')']
Polecenia['-']=[zolw+'.left('+str(kat)+'')']
Polecenia['[']=[ 'stos.append(('+zolw+'.xcor()', '+zolw+'.ycor()', '+zolw+'.
heading()))']
Polecenia[']']=[zolw+'.pu()', zolw+'.setx(stos[len(stos)-1][0])',
                zolw+'.sety(stos[len(stos)-1][1])',
                zolw+'.setheading(stos[len(stos)-1][2])',
                'stos.pop()']

print(Polecenia)

zolw=Turtle()
zolw.pu()
zolw.goto(0, -300)
zolw.color('green')
zolw.pd()
zolw.setheading(90)
zolw.speed(0)
for litera in DoWykonania:
    if litera in Polecenia.keys():
        for rozkaz in Polecenia[litera]:
            eval(rozkaz)
update()

```

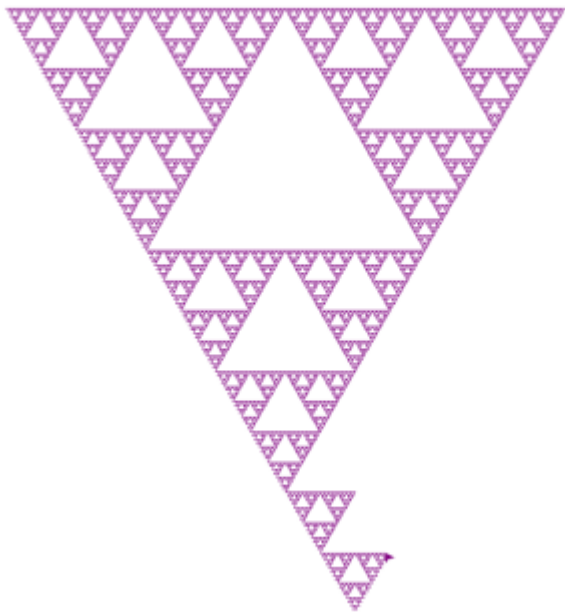


[binary_tree.py](#)

```
import turtle as t
t.speed(0)
t.pensize(2)
t.left(90)
t.backward(100)
t.color("green")

def draw(l):
    if(l<10):
        return
    else:
        t.forward(l)
        t.color("red")
        t.circle(2)
        t.color("green")
        t.left(45)
        draw(3*l/4)
        t.right(90)
        draw(3*l/4)
        t.left(45)
        t.backward(l)

draw(25)
t.exitonclick()
```



[sierpinsky_triangle.py](#)

```
from turtle import *

start="F-G-G"
```

```
długosc=5
kat=120

słownik={}
słownik['G']="GG"
słownik['F']="F-G+F+G-F"

iteracje=10
zolw='zolw'

def LSBuduj(st,ile,sl):
    nowy=""
    for litera in st:
        if litera in słownik.keys():
            nowy+=sl[litera]
        else:
            nowy+=litera

    if ile>1:
        ile-=1
        return LSBuduj(nowy,ile,sl)
    else:
        return nowy

#print(len(LSBuduj(start,iteracje,słownik)))

DoWykonania=LSBuduj(start,iteracje,słownik)

Polecenia={}
Polecenia["G"]=[zolw+".fd("+str(długosc)+")"]
Polecenia["F"]=[zolw+".fd("+str(długosc)+")"]
Polecenia["+"]=[zolw+".left("+str(kat)+")"]
Polecenia["-"]=[zolw+".right("+str(kat)+")"]

zolw=Turtle()
zolw.pu()
zolw.goto(-300,200)
zolw.color('purple')
zolw.pd()
zolw.speed(0)
for litera in DoWykonania:
    if litera in Polecenia.keys():
        for rozkaz in Polecenia[litera]:
            eval(rozkaz)
```

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