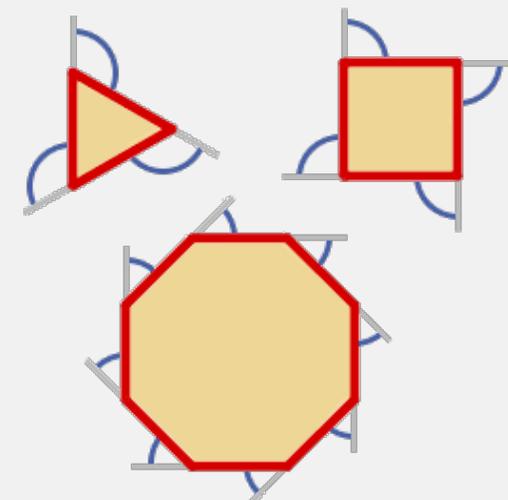
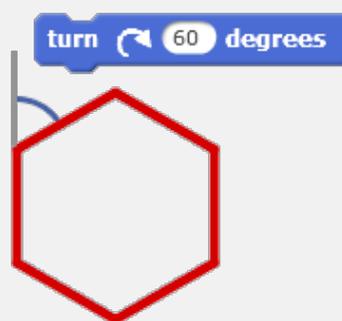
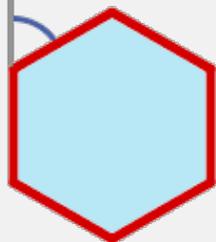
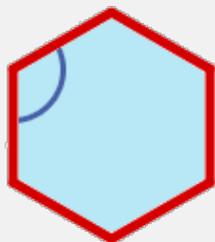
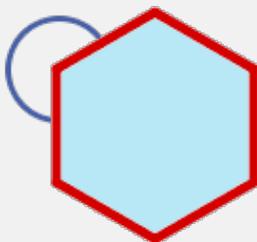
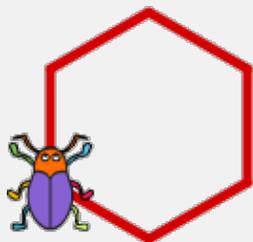


# ANGLES AND REGULAR POLYGONS: HOW MUCH TO TURN?

exterior angle

interior angle

external supplementary angle



```

repeat 6
  move 60 steps
  turn 60 degrees
  
```

**supplementary angles** are pairs of angles which add up to  $180^\circ$

To draw a polygon the Beetle needs to turn by the external supplementary angle. You can calculate this by calculating the difference between the interior angle of your polygon and  $180^\circ$

**total turn  $360^\circ$**  is the sum of all external supplementary angles when drawing a regular polygon

