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from tkinter import *
from math import *
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    # August 2017
master = Tk( )
w = Canvas(master, width=1680, height=1050, bg='gray')
w.pack( )
winkel = 90
x_old = 740
y_old = 750

def move(entfernung):
  global x_old, y_old
  radiant = -1*3.141/180*winkel
  x_new = x_old + entfernung * cos(radiant)
  y_new = y_old + entfernung * sin(radiant)
  w.create_line(x_old,y_old,x_new,y_new, fill="black", width=1)
  x_old = x_new
  y_old = y_new

def turn(Drehwinkel):
  global winkel
  winkel = winkel + Drehwinkel
  if winkel >= 360:
     winkel = winkel-360
  if winkel <= -360:
     winkel = winkel+360
laenge = 1
a= "v"
stack = [ ]
stufe=6

for i in range (stufe):
   a=a.replace("v","v[lv]v[rv]v")

for i in range(len(a)):
   t = a[i]
   if t == "v":
      move(laenge)
   elif t == "l":
      turn(-25)
   elif t == "r":
      turn(25)
   elif t == "[":
      stack.append(x_old)
      stack.append(y_old)
      stack.append(winkel)
   elif t == "]":
      winkel = stack.pop()
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y_old = stack.pop()
x_old = stack.pop()
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