```python
# Havazás (animáció)

import turtle
import random

darab = 300
mx, my = 800, 600
dx, dy = mx // 2, my // 2

turtle.bgpic("bataszek.gif")
turtle.speed(0)
turtle.tracer(0,0)
turtle.hideturtle()
turtle.colormode(255)
turtle.bgcolor(100,100,100)

turtle.setup(mx, my)
ho = [turtle.Turtle() for i in range(darab)]

i = 0
for t in ho:
    t.up()
    i += 1
    if i % 2 == 0:
        meret = random.uniform(.2, .4)
    else:
        meret = random.uniform(.1, .3)
    szin = random.randint (200, 255)
    x = random.randint (-dx, dx)
    y = random.randint (-dy, dy)
    t.color(szin,szin,szin)
    t.setposition(x, y)
    t.shape("circle")
    t.shapesize(meret)

while True:
    i = 0
    for t in ho:
        i += 1
        szog = random.randint (210, 330)
        if i % 2 == 0:
            s = random.randint (4, 7)
        else:
            s = random.randint (1, 4)
        t.seth(szog)
        t.forward(s)
        if t.ycor() < -dy or t.xcor() < -dx or t.xcor() > dx:
            t.setposition(random.randint (-dx, dx),dy + 5)
    turtle.update()

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