```python
'''lecture_11_turtle_object_symbol_table.py'''

Create 2 Turtle objects and a Screen object. Change a few properties of each object.

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```python
import turtle

def goto(turt, x, y):
    turt.goto(x, y)

def make_turtle(shape='turtle', penColor='white'):
    turt = turtle.Turtle(shape=shape)
    turt.color(penColor)
    return turt

w = 1000
h = 800
screen = turtle.Screen()
screen.setup(width=w, height=h)
t1 = make_turtle()
t2 = make_turtle(shape='arrow', penColor='black')
t1.color('red')
goto(t1, 10, 10)
screen.exitonclick()
```
line 22: turtle.Screen()

Screen = turtle.Screen()

Screen: Screen Object
- width
- height
- bg color