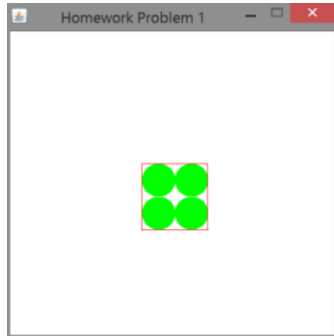# SI@UCF PyGame - First Assignment
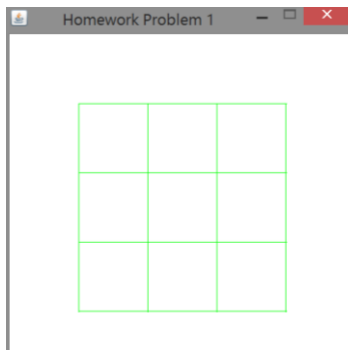# Homework Assignment: Painting Shapes

Part A

Write a program that draws four filled in circles to the screen that are tangent to each other, inscribed in a square. Here is an example of what your program could draw:
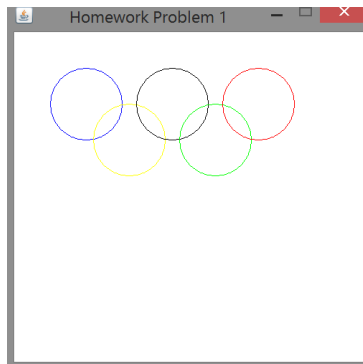

Part B

Draw lines to create an empty tic-tac-toe board. Make the board any color you line. Here is an example of what your program could draw:

Part C

Write a program to draw the Olympic Rings. Don't worry about the thickness of your rings. Make yours very thin.

Part D

Make up your own design, trying out new methods within pygame.draw.