

SI@UCF Intro Python/PyGame Homework Assignment: Turtle #2

Part A - Random Turtle

Write a program that successively moves a turtle forward a random number of pixels in between 1 and 200 and turns right, randomly, in between 1 and 360 degrees, 4 times.

Part B - Circle or Square

Ask the user if they want a circle or square drawn, and then draw the shape they requested.

Part C - Filled Shape

Choose any shape to draw and fill it with any color (except white).

Part D - Extra

Enhance any of the designs you created in parts A, B or C with color, varying the turtle speed or any other turtle features you find by reading the turtle documentation.