

## **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**

Ask the user for the radius (in pixels) of the circle they want to draw, and then draw a circle with the desired radius.

#### **Part C – Square**

Ask the user for the length of the side of a square (in pixels) they want to draw, then draw the square and fill it with any color of your choice (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.