St. Johns River State College
COP 1000
Instructor: W. Lara

Lab 9: modules

1. Write the following code in IDLE:

```
>>> import turtle
>>> turtle
<module 'turtle' from 'C:\\Python34\\lib\\turtle.py'>
>>> gertrude = turtle.Turtle()
>>> gertrude
<turtle.Turtle object at 0x0000000003527048>
>>> gertrude.forward(100)
>>> gertrude.right(90)
>>> gertrude.forward(50)
>>> gertrude.position()
(100.00,-50.00)
>>> gertrude.heading()
270.0
>>> gertrude.left(
```

2. Write program that creates a module that returns two values: area and perimeter. Save the file as *rectangle.py*

3. Write program that creates a module that returns two values: area and circumference. Save the file as *circle.py*

4. Write program that allows the user to choose various geometry calculations from a menu. This program imports the rectangle module. Display result and message. Save the file as *geometry_YourName.py*

5. Write a MODULE that has a function *draw_square*, that can use any *turtle* to draw a square of any size. For this function you'll need:
   a. The turtle to draw the square,
   b. The size of the square
   Save the file as *ds_YourName.py*. Now make an NEW *turtle OBJECT drawSquare.* Save the file as *draw_square_turtle_YourName.py*

6. Submit the files in Blackboard Lab_9 drop box.