

Project: Write a Menu-Driven Program

Basic Information:

Project Heading:

Use the following as a header for all of your projects:

```
#-----  
# Program name – filename.py  
# Written by – your name  
# Date – today's date  
# Description of the program.  
#-----
```

Style:

Be sure you have header comments for each of your functions.

Due Date:

Week 15

Turn in:

1. Algorithm or flow chart
2. Program listing
3. Save file(s) as *P5_YourName.py* – include imported modules e.g. *draw_shape.py*.

Problem Specification:

- Your program must have instructions for the player.
- Your program must use classes and meaningful functions and show modularity in the design.
- Your program should not accept invalid choices from the player.
- You will write a MENU-DRIVEN program with your own functions.
- The imported module must contain Python Turtle Graphics and Tkinter module functions built-in.
- The user should be prompt to enter the shape dimensions
- Use decision structure to create a USER MENU of Choices
DRAW_SQUARE_CHOICE =1
DRAW_RECTANGLE_CHOICE =2
DRAW_CIRCLE_CHOICE =3
SIMPLE GUI =4
QUIT_CHOICE = 5

1. First Menu Option: Square - Use turtle to draw a square of any size. Create a function *drawSquare()* namely the turtle that will draw the square and the size of the square.
2. Second Menu Option: option to draw a rectangle. Modify the *drawSquare()* function to draw a rectangle whose width is twice the side length.
3. Third Menu Option: create a circle or create a function that take three parameters: *myTurtle, width, height*.
4. Fourth Menu Option: Use the tkinter module to create a simple GUI program.
5. Fifth Menu Option: quit