**Homework Assignment: Unleashing Creativity and Data Manipulation with Python Modules**

Objective: This assignment introduces students to Python modules that facilitate drawing and data manipulation. Students will explore methods for creating visual art and generating, sorting, and manipulating datasets using these modules.

**Problem 1: Drawing with Turtle Graphics**

1. Research and install the `turtle` module in Python.

2. Write a Python script that uses the `turtle` module to draw a simple geometric shape, such as a square or triangle. Experiment with different `turtle` methods to change the color, pen size, and other attributes.

3. Enhance your script to draw a more complex figure, like a star or a spiral. Utilize loops to achieve repetitive patterns.

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# . Exercises and Challenges

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# Exercise 1: Create a Turtle program that draws a colorful pattern of your choice.

# Exercise 2: Use the Random module to generate a random password with a specified length.

# Challenge 1: Write a Turtle program that draws a complex geometric pattern.

# Challenge 2: Generate a random quiz with questions and answer choices using the Random module.