import simplegui

# Handler to draw on canvas

def draw(canvas):

canvas.draw\_circle((90, 200), 20, 30, 'yellow')

canvas.draw\_circle((90, 200), 10, 20, 'white')

# canvas.draw\_circle((90, 200), 20, 30, 'yellow')

canvas.draw\_circle((90, 200), 30, 10, 'Red')

# canvas.draw\_line([50, 180], [250, 180], 40, 'Red')

# canvas.draw\_line([90, 120], [130, 120], 5, 'Red')

# canvas.draw\_line([55, 170], [90, 120], 5, 'Red')

# canvas.draw\_line([180, 108], [180, 160], 140, 'Red')

# Create a frame and assign callbacks to event handlers

frame = simplegui.create\_frame("Home", 300, 300)

frame.set\_draw\_handler(draw)

# Start the frame animation

frame.start()