from turtle import \*

import random

def main():

numSides = int(input("Enter the number of sides you want your shape to have, type a number less than 3 to exit: "))

while numSides >= 3:

polygon(numSides)

numSides = int(input("Enter the number of sides you want your shape to have, type a number less than 3 to exit: "))

else:

print("Thank you for using the polygon generator!")

def polygon(x):

sideLength = 600/x

colors = ["gold", "red", "blue", "green", "purple", "black", "orange"]

shapeColor = random.choice(colors)

borderColor = random.choice(colors)

borderSize = (x % 20) + 1

makePolygon(x, sideLength, borderColor, borderSize, shapeColor)

def makePolygon(sides, length, borderColor, width, fillColor):

clear()

angle = 360/sides

shape("turtle")

pencolor(borderColor)

fillcolor(fillColor)

pensize(width)

begin\_fill()

while True:

if sides != 0:

forward(length)

left(angle)

sides -= 1

else:

break

end\_fill()

main()