

06.3 - Random Vowels

Using the provided `vowels.py` template, complete the module named `vowels` that imports the `turtle` graphics module and defines the following functions for drawing each of the vowels; `draw_a`, `draw_e`, `draw_i`, `draw_o`, and `draw_u`. Then, use the `random_vowels_login.py` template to write a program that imports your `vowels` module as a basic import. Do not use a partial or wildcard import to import `vowels.py`. Your program should use the functions imported from `vowels.py` to draw each of the vowels a single time but in a random order. Make sure the vowel order is determined at runtime rather than hard coding a random order. An example of the result is shown in Figure 1.

Test your program 3 times and take screenshots of the results. Save your completed program as `random_vowels_login.py`, where `login` is your Purdue login. Then submit **both** of your Python files (`random_vowels_login.py` and `vowels.py`) along with screenshots showing the drawing from **all 3** runs of your program.



Figure 1: Sample output of the vowels in random order for Exercise 06.3.