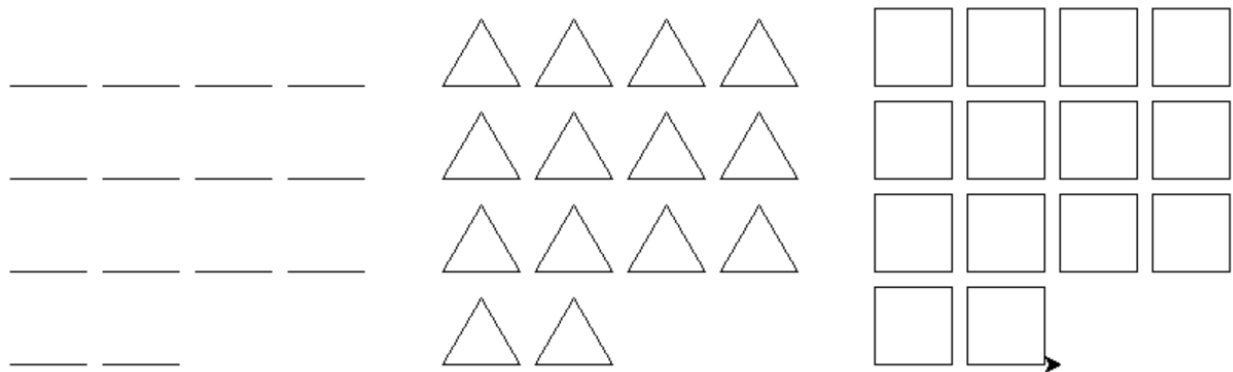


Homework 2

Make a **Turtle Calculator** in Python. Prepare your code as specified below. Send your code, named **HW2-CThink-SectionNumber-NameSurname-StudentId.py**, to mustafa.misir@istinye.edu.tr (use your **.py** file name as your e-mail subject).

As in the first homework, you will need 4 basic mathematical functions doing integer calculations, i.e. **add(number1, number2)**, **subtract(number1, number2)**, **multiply(number1, number2)** and **divide(number1, number2)**. The result of a calculation needs to be drawn using turtle. For this purpose, you are expected to implement a Python function named **turtle_calculator(...)**. This function takes a number of parameters including **number1**, **number2**, **operation**, **num_edges**, **edge_size** and **shape_gap**.

Depending on the **num_edges** argument, either lines, triangles or squares will be drawn as a result of the **number1 operation number2**, e.g. 12 x 9. The output will be look as follows.



Each of these drawings are achieved by the following function calls respectively. To be specific, in these function calls, 5 and 9 are summed and 14 shapes (either lines, rectangles or squares) are drawn. Each single shape has a edge size of 50 while the gap between each single shape is 10 units. It should be noted that the complete drawings need to be in the form of squares, i.e. A x A. In the example scenarios, as there are 14 single shapes, the drawings are done on a canvas of 4 x 4.

LINE >> `turtle_calculator(5, 9, "add", 1, 50, 10)`

TRIANGLE >> `turtle_calculator(5, 9, "add", 3, 50, 10)`

SQUARE >> `turtle_calculator(5, 9, "add", 4, 50, 10)`