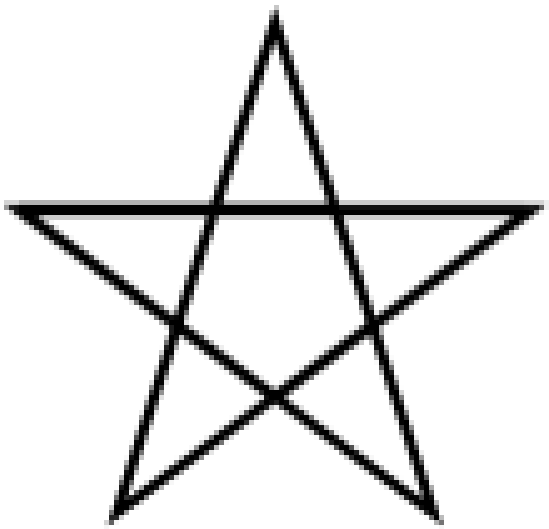
Objective: At the end of this lab, you will be able to use the turtle, math and random modules to produce some amazing pictures.

Note: You can find a complete list of all turtle functions **here** (https://docs.python.org/2/library/turtle.html)

In Class exercises

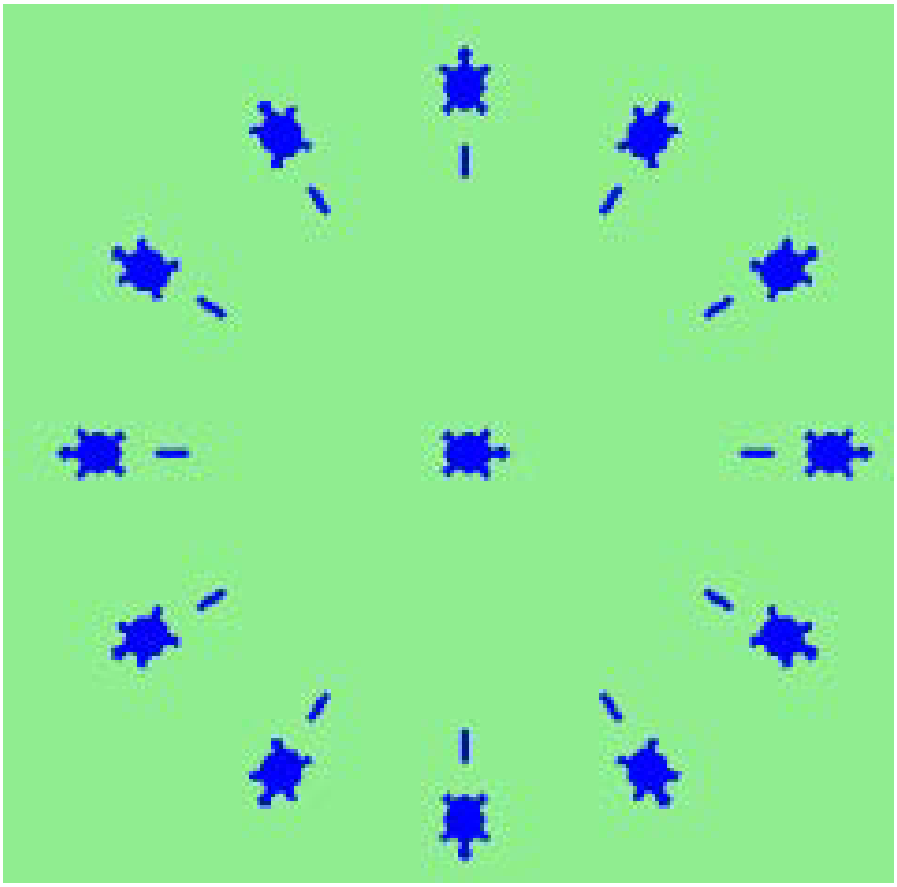
1. Write a program that prints “We like Python's turtles!” 1000 times (*using a for loop!*).
2. Write a program that prints 10 random numbers between 25 and 35 inclusively.
3. Write a program that draws all of these regular polygons (regular means all sides the same lengths, all angles the same) in the same window:
    a. An equilateral triangle
    b. A square
    c. A hexagon (six sides)
    d. An octagon (eight sides)
    e. [Advanced] Use "nested" For loops to draw all the polygons with 3 to 8 sides
4. Write a program to draw a star shape like this:



Homework exercises

5.Write a program to draw a Vietnamese flag as follow:

6. Write a program to draw a face of a clock that looks like this:



7.Write a program to draw some kind of a cool picture. Be creative and experiment with the turtle methods provided in the slide “summary of turtle methods” of this week’s lecture. That is your **Early Feedback Activity (https://rmit.instructure.com/courses/113613/assignments/755773)** .