

```
import turtle
```

```
def draw(tur,screen,color):
```

```
    tur.speed(10)
```

```
    screen.clear()
```

```
    tur.penup()
```

```
    tur.setpos(0,-70)
```

```
    tur.pensize(12)
```

```
    if color == 1:
```

```
        tur.color("black","orange")
```

```
    else:
```

```
        tur.color("black","gray")
```

```
    tur.pendown()
```

```
    tur.begin_fill()
```

```
    tur.circle(100)
```

```
    tur.end_fill()
```

```
    tur.penup()
```

```
    tur.setpos(0,150)
```

```
    if color == 0:
```

```
        tur.color("black","red")
```

```
    else:
```

```
        tur.color("black","gray")

tur.pendown()

tur.begin_fill()

tur.circle(100)

tur.end_fill()

tur.penup()

tur.setpos(0,-290)

if color == 2:

    tur.color("black","green")

else:

    tur.color("black","gray")

tur.pendown()

tur.begin_fill()

tur.circle(100)

tur.end_fill()

tur.penup()

tur.hideturtle()
```

```
screen = turtle.Screen()
```

```
tur = turtle.Turtle()
```

```
color = int(input("Enter color number\n"))
```

```
draw(tur,screen,color)
```

```
turtle.done()
```