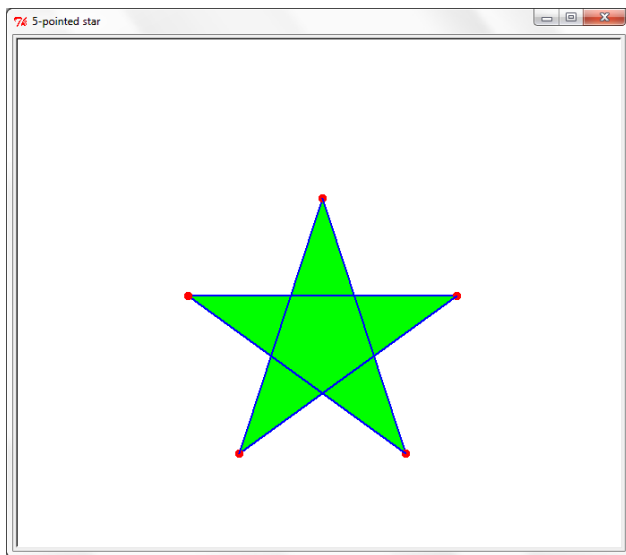# CMPS 5P
Introduction to Programming in Python
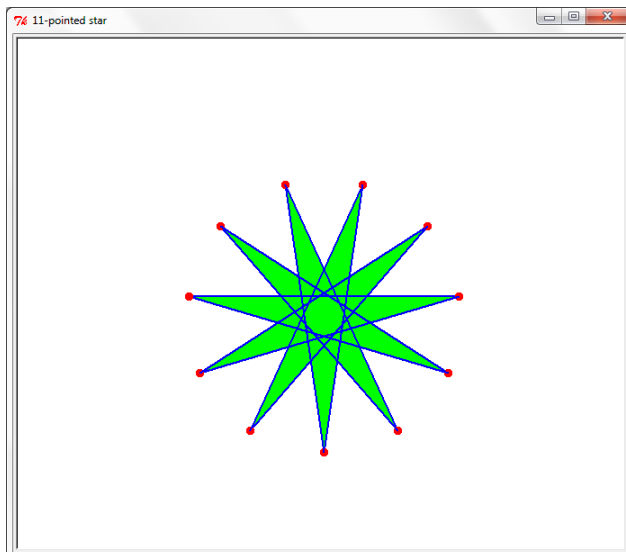# Programming Assignment 2

In this project you will write a Python program that uses the turtle module to draw an n pointed star, where n is any odd integer greater than or equal to 3 to be obtained from user input. The star will consist of n line segments of length 300, beginning with the line segment from $(-150, 0)$ to $(150, 0)$. Each line segment will be 2 pixels wide and will be colored blue. Each of the n points of the star will be a red dot of diameter 10. The interior or the star will be filled green.

Save your program in a file called `Star.py`. Several sample runs of your program are given below with user input and turtle graphics window output.
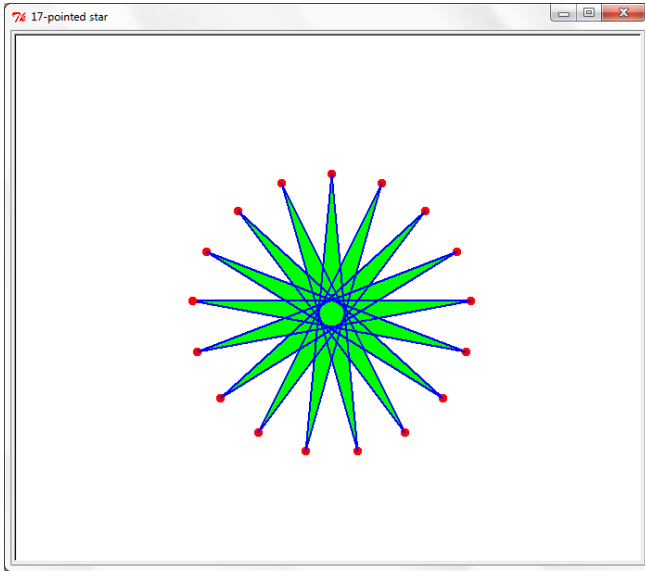
```
$ python Star.py
Enter an odd integer greater than or equal to 3: 5
```



```
$ python Star.py
Enter an odd integer greater than or equal to 3: 11
```

```
$ python Star.py
Enter an odd integer greater than or equal to 3: 17
```


Notice that the graphics window displays the title "*n*-pointed star" where *n* is the value entered by the user. Your program will use a for loop to draw the star, following the example `TurtleLoop3.py` posted on the webpage. The animation that draws the figure should be as fast as possible, and the final picture will have no turtle in it. All the turtle operations needed to satisfy these requirements can be found in the turtle module index at:

http://docs.python.org/3/library/turtle.html#module-turtle

Submit the file `Star.py` to the assignment name pa2. (See Practice Assignment to learn how to do this.)