

OO programs with turtle graphics

Access a starting file for this workshop via the link below

<https://gist.github.com/parujr/34500ea54fe671dc03578993e7980299>

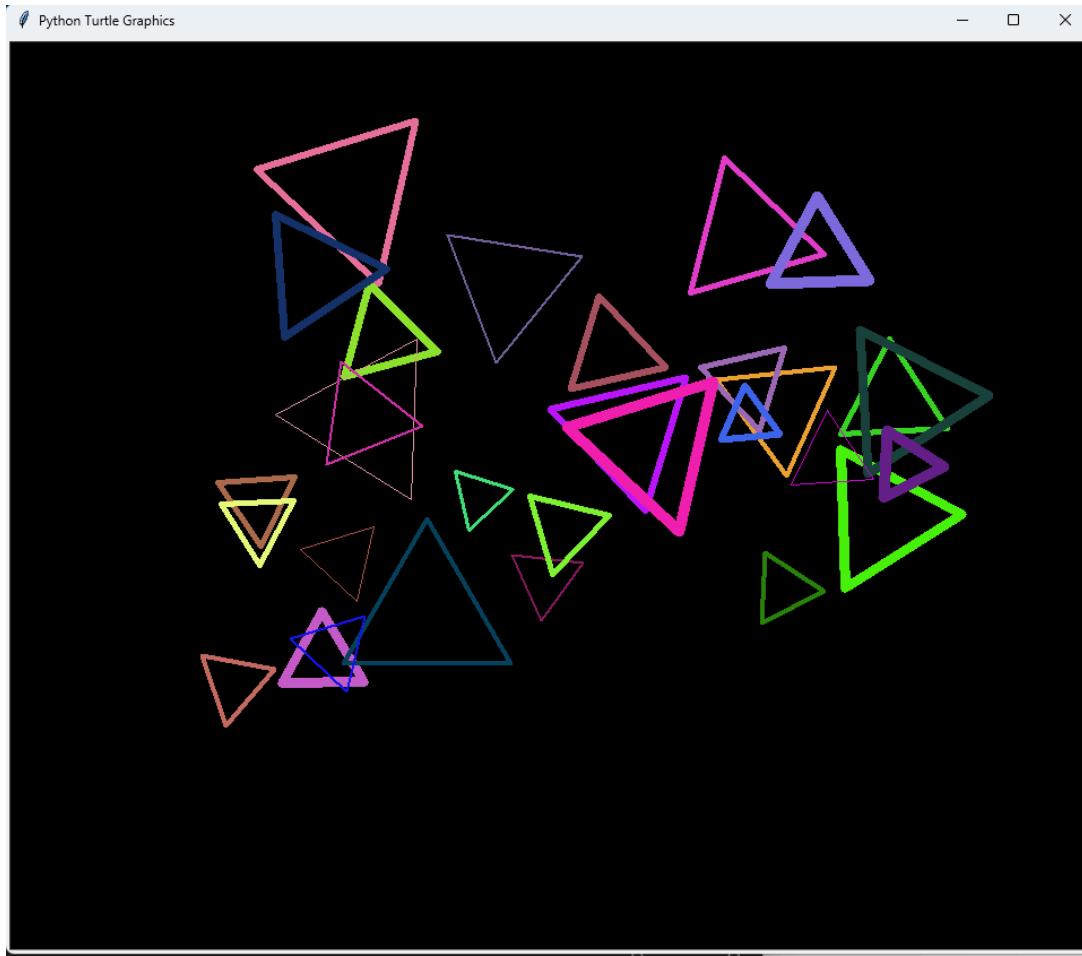
Try running the code a few times to make sure you understand it.

You are to write an OO program so that, when run, asks a user to pick one of the eight choices. Here is the prompt that the user sees:

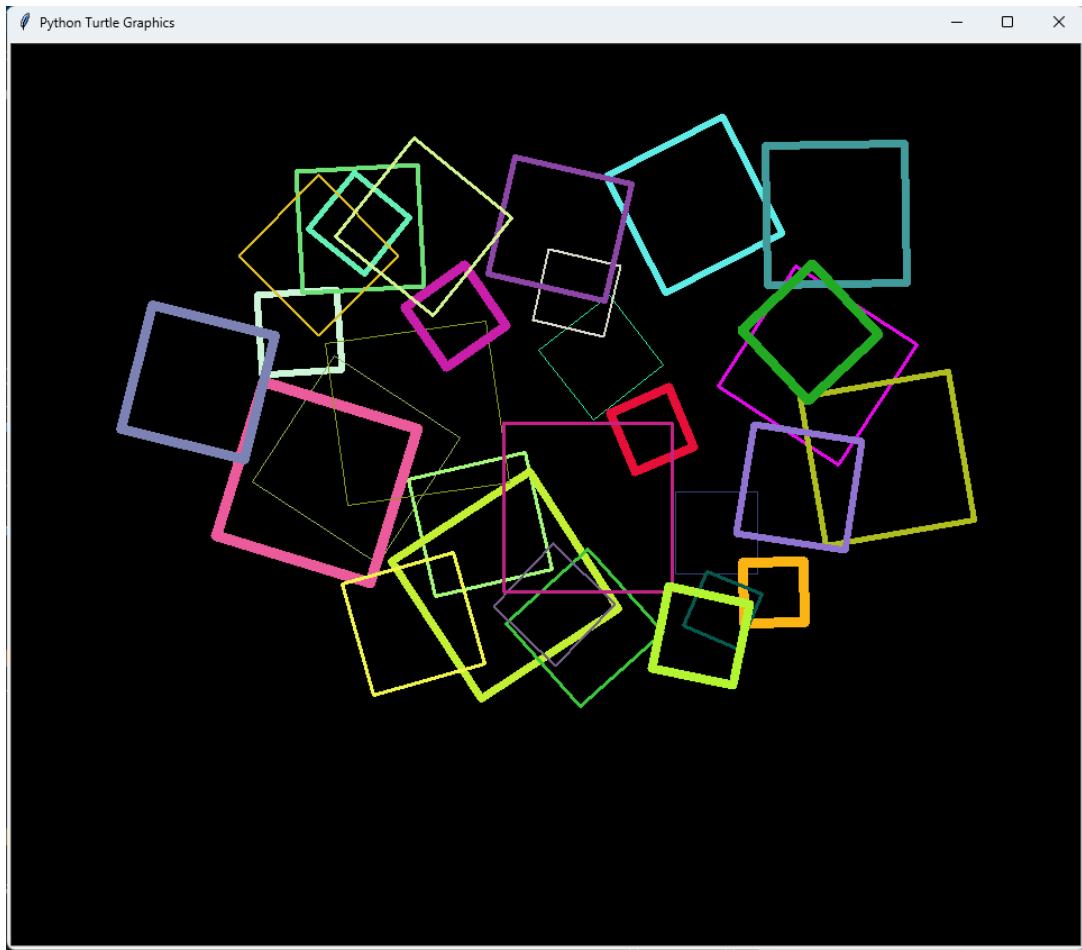
Which art do you want to generate? Enter a number between 1 to 9 inclusive:

** Your generated art pieces will be different from what are shown below because of randomization. However, the structure and pattern for each piece must be similar **

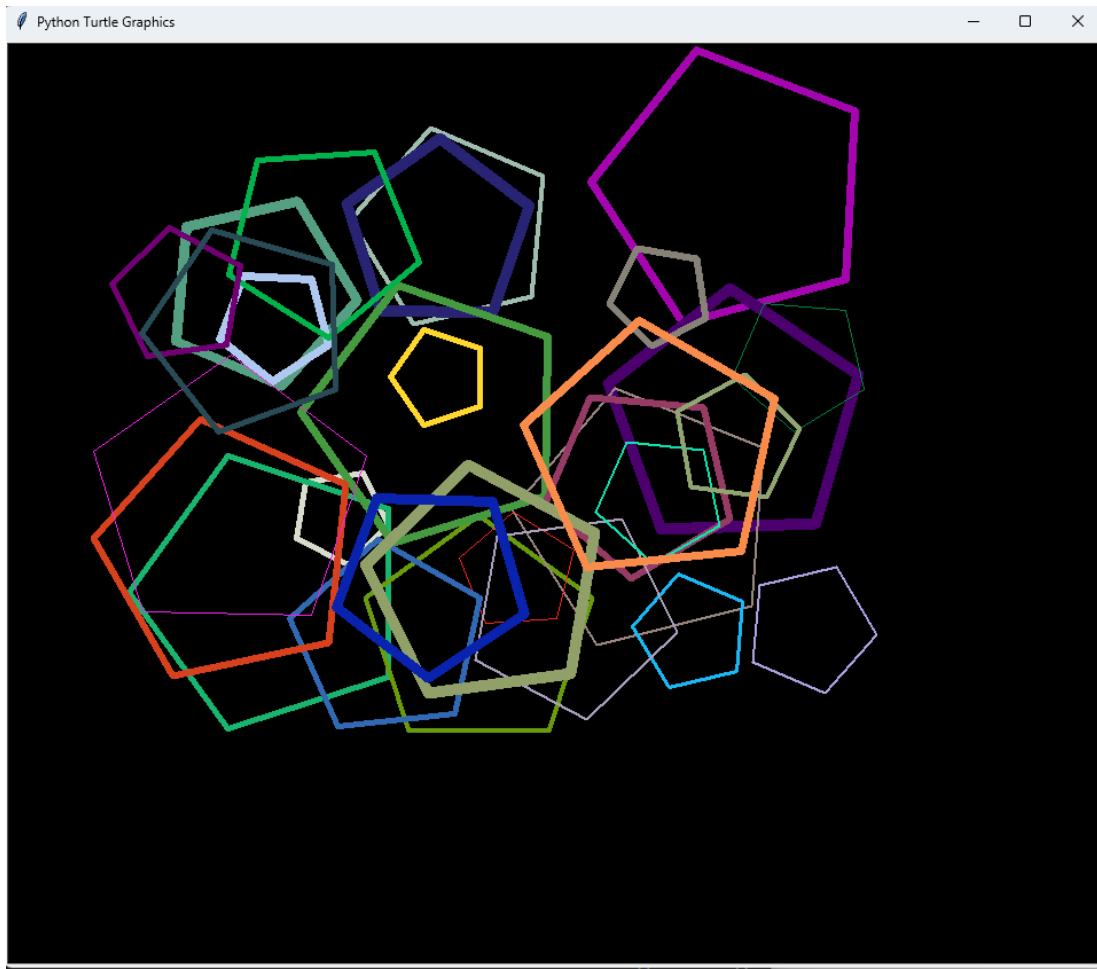
- If 1 is selected, generate the following art:



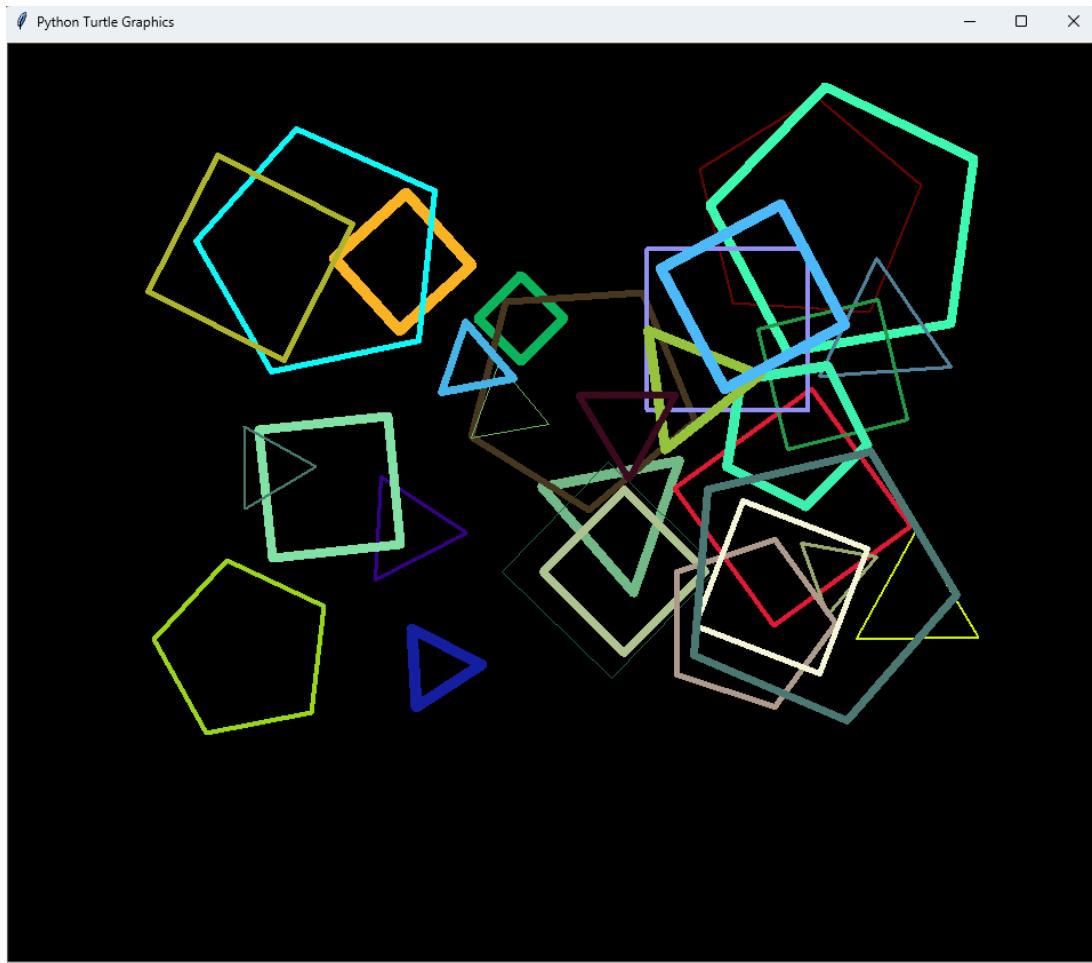
- If 2 is selected, generate the following art:



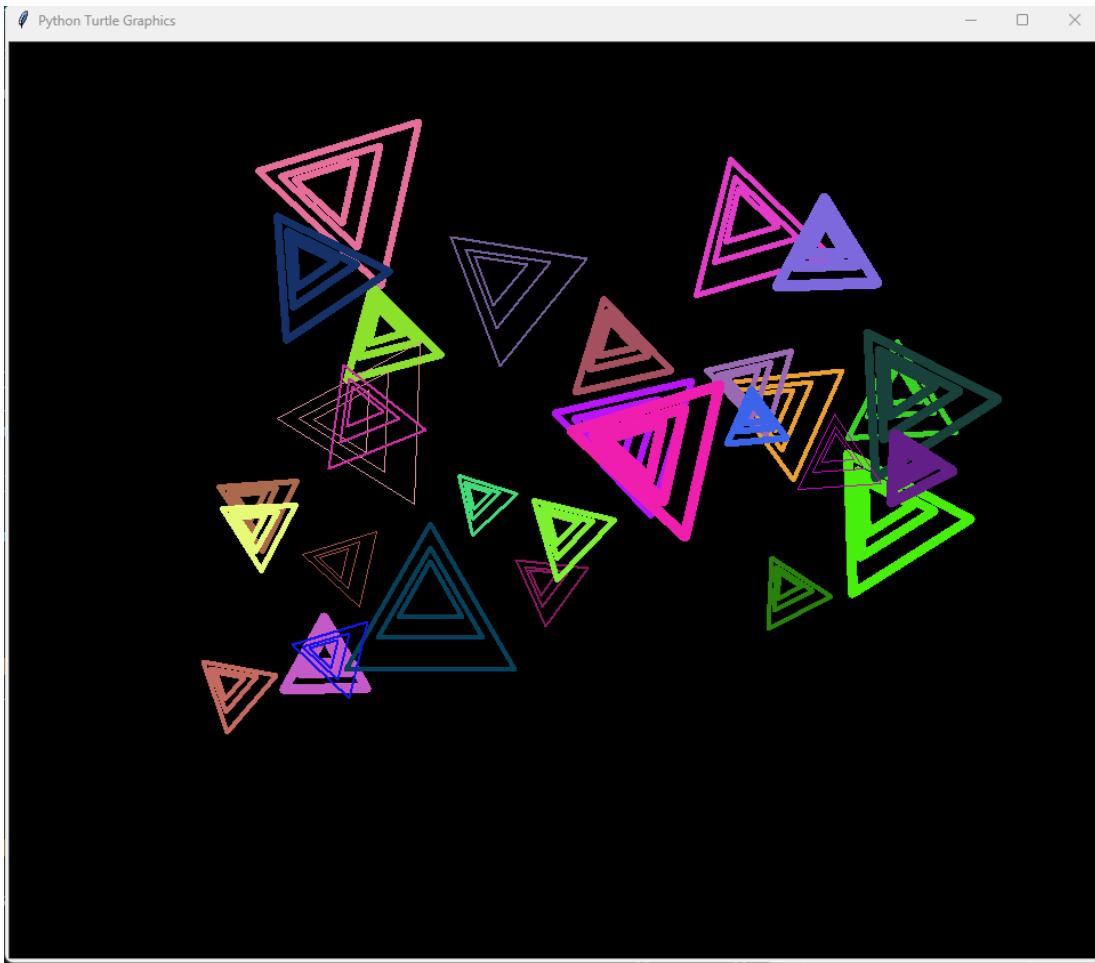
- If 3 is selected, generate the following art:



- If 4 is selected, generate the following art:



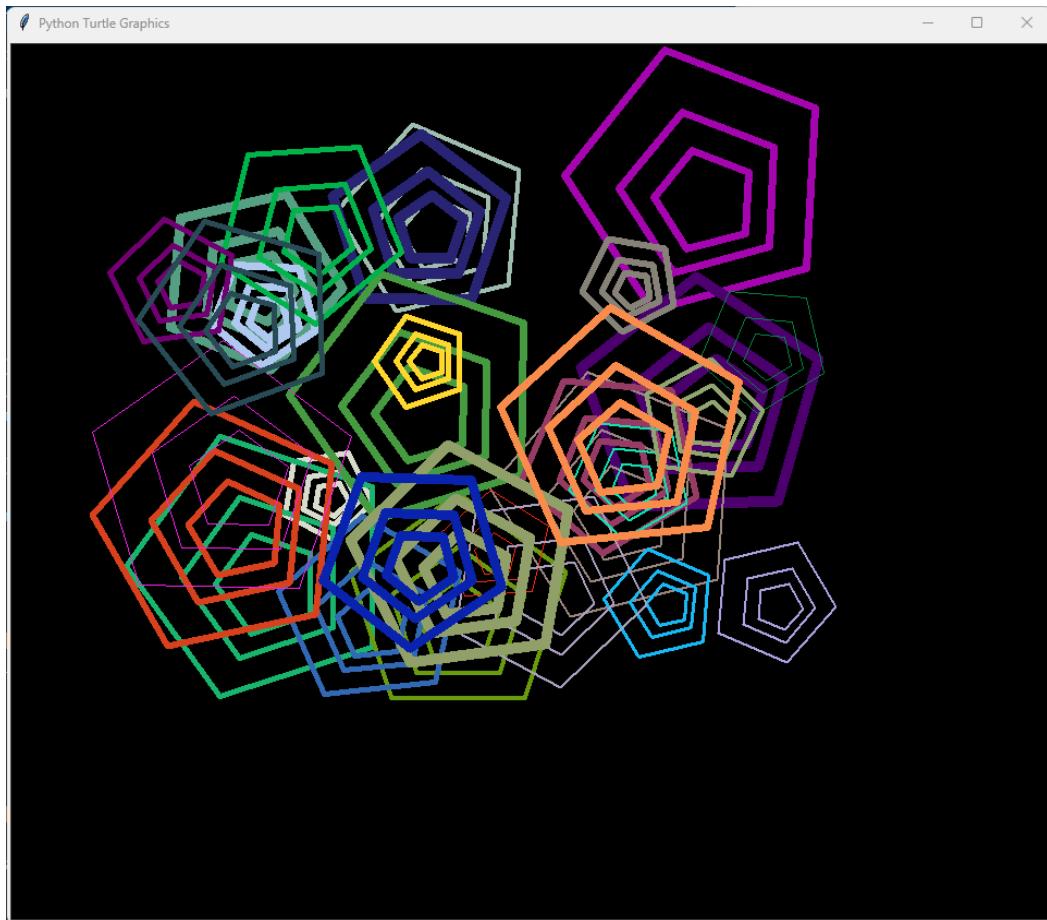
- If 5 is selected, generate the following art:



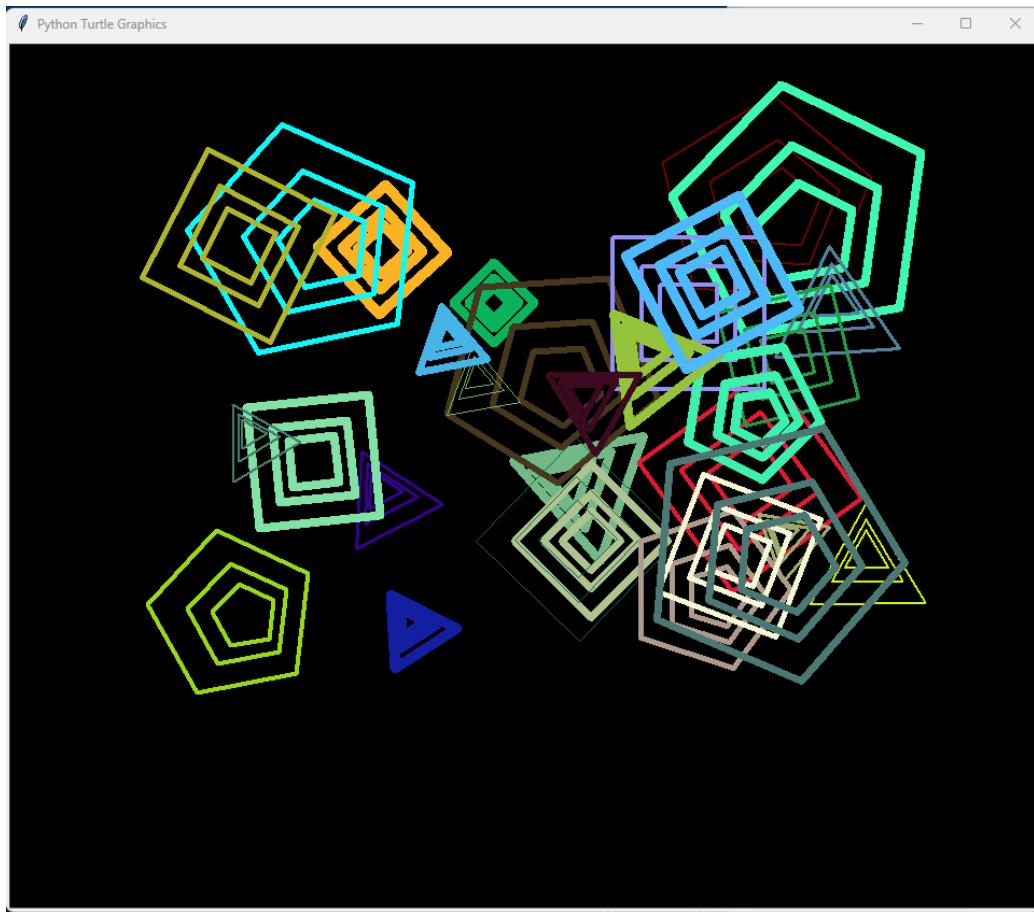
- If 6 is selected, generate the following art:



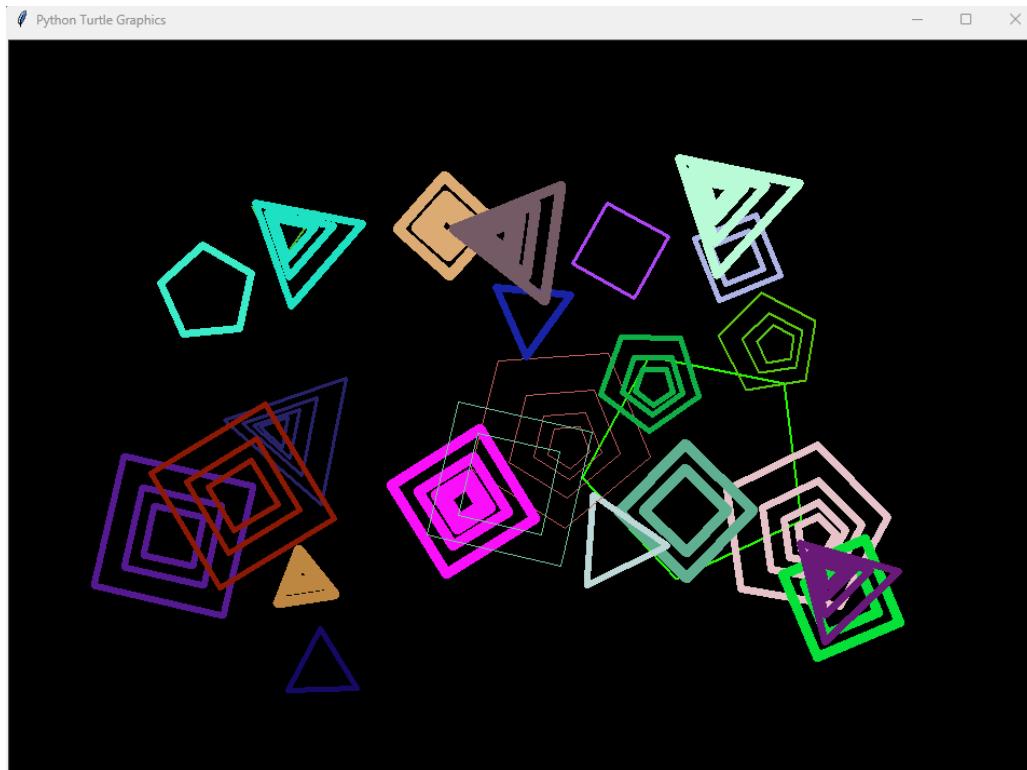
- If 7 is selected, generate the following art:



- If 8 is selected, generate the following art:



- If 9 is selected, generate the following art:



What to submit

- Once you are done, commit all your changes and push them to your remote Github repo
- **Take a screenshot for each of the art pieces you generated, name each piece art1.jpg, art2.jpg, ... art9.jpg, accordingly**
- **Commit all these .jpg files to your Github repo as well**
- Create a README file to tell us how to run your program, and report if you have correctly implemented all the code, or there exists bugs in it
- Put a link to your Github repo to Google Classroom