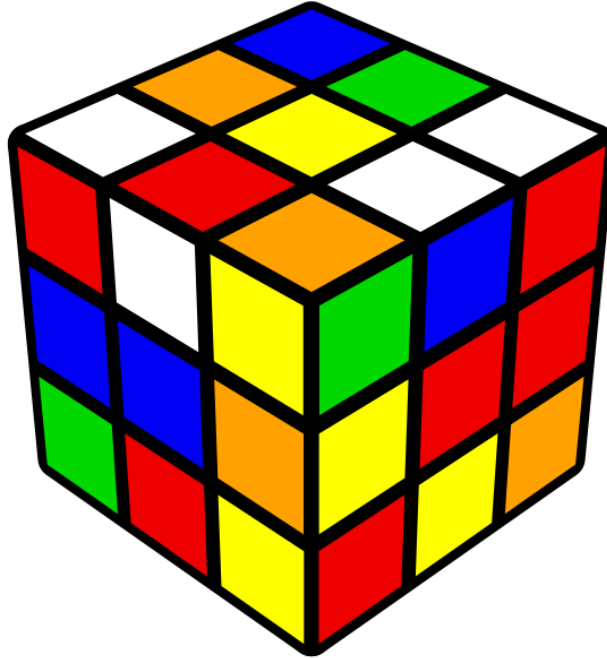# FS0060 Challenge Problem 2 – Turtle Rubik's Cube

Use the turtle library to create a drawing of a Rubik's cube that looks approximately like this:

The corners of the squares can be sharp rather than curved, and the shades of the colours only have to be approximately correct, but otherwise, your drawing should look like the photo above.

Note: Try to put the colours in the same places as shown in the picture above. However, if you are colour-blind, it is OK if the colours do not exactly match the photo (for example, the reds and greens might not be in the correct locations).