

Computer Science I

Four-way Button Graphic

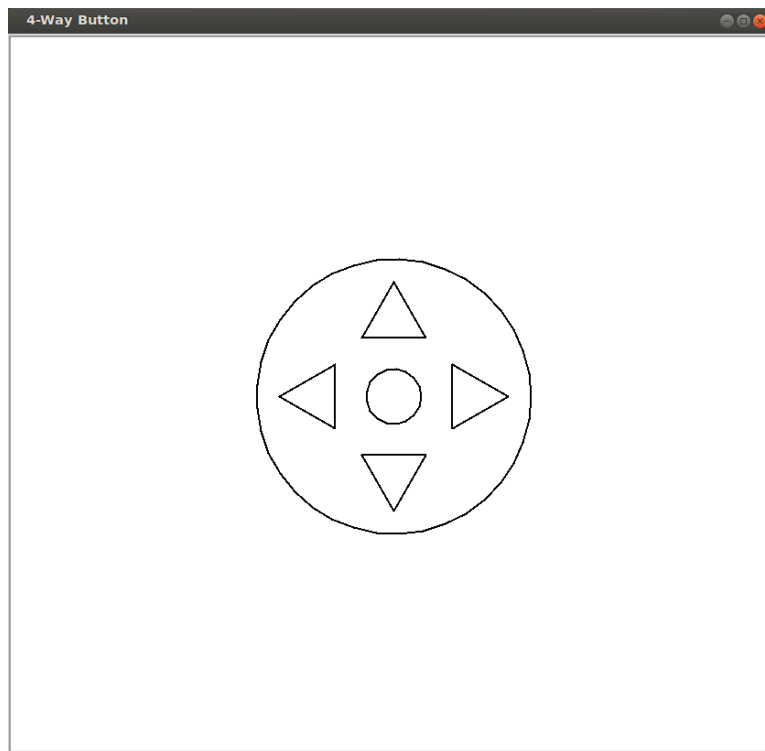
CSCI141

Homework

08/26/2013

1 Problem

Write functions and compose a program that draws the figure shown below. When run, the program must **pause** until the user presses the enter key. Notice that the turtle is hidden and not visible in the drawing.



If you wish to title your window as shown above, or draw text on the screen, please refer to the functions `title()` and `write()` in the turtle documentation:

<http://docs.python.org/py3k/library/turtle.html>

1.1 Program Operation

The program shall be runnable from the command line of a terminal window as follows:

```
python3 fourway_button.py
```

When run, the program must pause after drawing the figure and wait for the user to press the ENTER/RETURN key before the program terminates.

1.2 Grading

- 60%: The implementation produces the expected picture, the figure fits within the canvas, and the turtle is hidden.
- 30%: The implementation uses and reuses user-defined functions.
- 5%: Each function has a *docstring* containing a sentence describing its purpose. This documentation helps others understand how they may reuse the function. An example is provided on the Course Resources webpage:
`http://www.cs.rit.edu/~csci141/Docs/style-example-py.txt`
- 5% The program is in the correct, standard style, starting with a *docstring* for the whole file. This program file docstring must contain your *full* name.

1.3 Submission

Put your program code with the appropriate documentation into a file called `fourway_button.py` and submit that file to the MyCourses dropbox for this assignment.