theCircles = 0

while theCircles == 0:

amount = int(input("how many circles do you want?"))

if amount <= 6:

theCircles = 1

else:

print("please enter number under 6")

continue

if amount >= 1:

theCircles = 1

else:

print("Please enter a number over 0")

continue

import turtle

myPen = turtle.Turtle()

myPen.speed(5)

if amount == 1:

myPen.circle(10)

if amount == 2:

myPen.circle(10)

myPen.up()

myPen.forward(40)

myPen.down()

myPen.circle(20)

if amount == 3:

myPen.circle(10)

myPen.up()

myPen.forward(40)

myPen.down()

myPen.circle(20)

myPen.up()

myPen.forward(60)

myPen.down()

myPen.circle(30)

if amount == 4:

myPen.circle(10)

myPen.up()

myPen.forward(40)

myPen.down()

myPen.circle(20)

myPen.up()

myPen.forward(60)

myPen.down()

myPen.circle(30)

myPen.up()

myPen.forward(80)

myPen.down()

myPen.circle(40)

if amount == 5:

myPen.circle(10)

myPen.up()

myPen.forward(40)

myPen.down()

myPen.circle(20)

myPen.up()

myPen.forward(60)

myPen.down()

myPen.circle(30)

myPen.up()

myPen.forward(80)

myPen.down()

myPen.circle(40)

myPen.up()

myPen.forward(100)

myPen.down()

myPen.circle(50)

if amount == 6:

myPen.circle(10)

myPen.up()

myPen.forward(40)

myPen.down()

myPen.circle(20)

myPen.up()

myPen.forward(60)

myPen.down()

myPen.circle(30)

myPen.up()

myPen.forward(80)

myPen.down()

myPen.circle(40)

myPen.up()

myPen.forward(100)

myPen.down()

myPen.circle(50)

myPen.up()

myPen.forward(120)

myPen.down()

myPen.circle(60)

