import turtle

s = turtle.getscreen()

t = turtle.Turtle()

class shape:

def \_\_init\_\_(self, sides = 0, length = 0) :

self.sides = sides

self.length = length

class polygon(shape):

def info(self):

print("In geometry, a polygon can be defined as a flat or plane, two-dimensional with straight sides.")

class square(polygon):

def show(self):

t.fd(self.length)

t.rt(90)

t.fd(self.length)

t.rt(90)

t.fd(self.length)

t.rt(90)

t.fd(self.length)

t.rt(90)

class pentagon(polygon):

def show(self):

for i in range(5):

t.forward(self.length)

t.right(72)

class hexagon(polygon):

def show(self):

for i in range(6):

t.forward(self.length)

t.right(60)

class octagon(polygon):

def show(self):

for i in range(6):

t.forward(self.length)

t.right(45)

class triangle(polygon):

def show(self):

t.forward(self.length)

t.left(120)

t.forward(self.length)

t.left(120)

t.forward(self.length)

hex1 = hexagon(6, 100)

hex1.info()

hex1.show()