**3. Catch the Squirrel**

# Program Name: squirrel.ypr

There is a squirrel on the loose. It has been reported that it appears at random locations between (-100, -100) and (100,100). Have Alonso draw a box around the squirrel to catch it.

**Output**

Every time the squirrel appears, it should have a box around it.

**Example Output to Screen**

