

```
import turtle
import time

s=turtle.Screen()
a=turtle.Turtle()
background=input('picture or image name with ".gif" extension')
turshape=input('shape or picture name of the turtle or arrow , in ".gif" extension')
s.bgpic(background)
s.addshape(turshape)
a.shape(turshape)
turtle.pensize(30)

j=int(input('number of sides of the polygon or shape to be drawn'))

a.left(90)
#for j in range ():
for i in range (1,j+1):

    a.right(360/j)
    a.forward(100)
    time.sleep(1)
```