Homework Assignment: Turtle Graphics and Random Module

Problem 1: Random Art Generator

Write a Python program using the `turtle` module and the `random` module to create a program that generates abstract random art. The program should draw a colorful and visually appealing picture using random shapes and colors. Your program should include the following components:

1. Use the `turtle` module to draw the art on the screen.
2. Utilize the `random` module to determine the following aspects randomly:
   - Shapes: You should use at least three different shapes (e.g., circles, squares, triangles) that are randomly selected to be drawn on the canvas.
   - Colors: Randomly select colors for the shapes (e.g., using RGB values).
   - Sizes: Randomly determine the size of each shape.
   - Positions: Randomly position the shapes on the canvas.
   - Number of shapes: You can choose to draw a random number of shapes, but there should be at least 10 shapes.

Your program should produce a different piece of art each time it is run. Be creative and try to make visually interesting art.

Problem 2: Random Walk Simulator

Write a Python program using the `turtle` module and the `random` module to simulate a random walk. In a random walk, you start at a point and take a series of random steps in different directions. Your program should include the following components:

1. Use the `turtle` module to draw the random walk on the screen.
2. Utilize the `random` module to determine the direction of each step randomly. You can use angles (e.g., 0-360 degrees) to represent the direction.
3. Choose a starting point on the canvas, and let the turtle take a random step in a random direction. Repeat this process for a set number of steps.
4. Keep track of and display the total distance the turtle has traveled in the random walk.

Your program should allow the user to specify the number of steps in the random walk. The turtle should return to its starting position after completing the random walk.