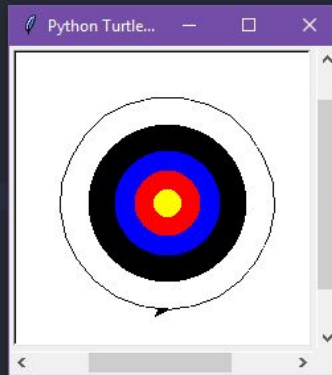


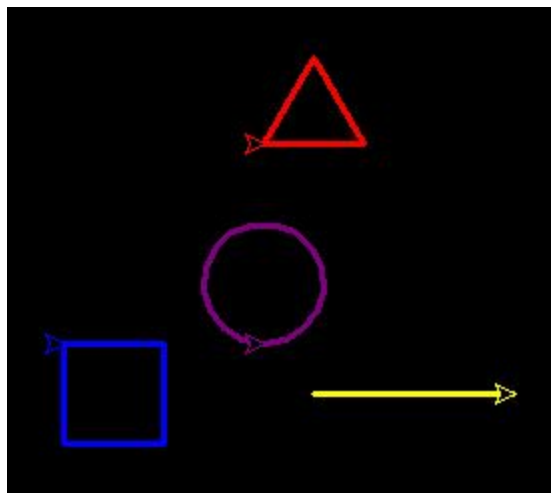
1. What color is color\_rgb(0.255,0.255)? Which color is not present
  - a. Light Blue
  - b. Red

2.

```
Archery.py x
1 #CS1400
2 import turtle
3 #start execution
4 window = turtle.Screen()
5 window.setup(width=250, height=250, startx=None, starty=None)
6 shapeA = turtle.Turtle()
7 shapeB = turtle.Turtle()
8 shapeC = turtle.Turtle()
9 shapeD = turtle.Turtle()
10 shapeE = turtle.Turtle()
11 shapeF = turtle.Turtle()
12
13 shapeF.sety(-81)
14 shapeF.circle(81)
15
16 shapeE.pencolor("white")
17 shapeE.dot(160)
18
19 shapeD.pencolor("black")
20 shapeD.dot(120)
21
22 shapeC.pencolor("blue")
23 shapeC.dot(80)
24
25 shapeB.pencolor("red")
26 shapeB.dot(50)
27
28 shapeA.shape("circle")
29 shapeA.color("yellow")
30 #exit
31 window.exitonclick()
32
```



3.



4. An object class is a created variable you can call to at any point.  
You would use an instance to just draw the code line by line