import turtle

"""

xcor = 20

ycor = 40

"""

Xcor = float(input("Enter the X coordinates : "))

Ycor = float(input("Enter the Y coordinates : "))

Width = float(input("Enter the width : "))

Height = float(input("Enter the height : "))

Colour = str(input("Enter the color : "))

Fill\_color = str(input("Enter the fill color : "))

def rectangle\_will\_fit(x, y, length, height):

if -200 <= x <= 200:

-200 <= y <= 200

-200 <= length <= 200

-200 <= height <= 200

print("shape will fit")

return 1

else:

return 2

def r():

turtle.up()

turtle.goto(Xcor, Ycor)

turtle.down()

turtle.forward(Width)

turtle.left(90)

turtle.forward(Height)

turtle.left(90)

turtle.forward(Width)

turtle.left(90)

turtle.forward(Height)

def c(height = 0):

turtle.up()

turtle.goto(Xcor, Ycor)

turtle.down()

turtle.circle(Width/2)

def t():

turtle.up()

turtle.goto(Xcor, Ycor)

turtle.down()

turtle.forward(Width)

turtle.left(120)

turtle.forward(Width)

turtle.left(120)

turtle.forward(Width)

shape = [r, c, t]

def draw\_shape():

turtle.color(Colour)

turtle.tracer(0)

def test\_draw\_shape\_rectangle():

turtle.fillcolor(Fill\_color)

turtle.begin\_fill()

turtle.setheading(0)

def main():

test\_draw\_shape\_rectangle()

#r()

#c(Height)

t()

turtle.end\_fill()

draw\_shape()

rectangle\_will\_fit(x, y, length, height)

main()

OUTPUT:

Graphical user interface, application

Description automatically generated