

# Python – Shape Drawer

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## Purpose

This lab was designed to teach you how to use ifs and loops to draw shapes and move the turtle around the screen.

## Description

Complete the functions triangle, square, pentagon, hexagon, regular\_polygon (deduce the pattern from the previous 4 examples – if you can't figure it out look up the interior angle of a regular polygon), and spiro. Instructions are included in each function and some test cases have been provided (uncomment when you're ready to test).

## Program Shell

lab\_05\_shape\_drawer.py

## Sample Execution

