

Lab 4: Methods and Graphics

- **Graphics Window**

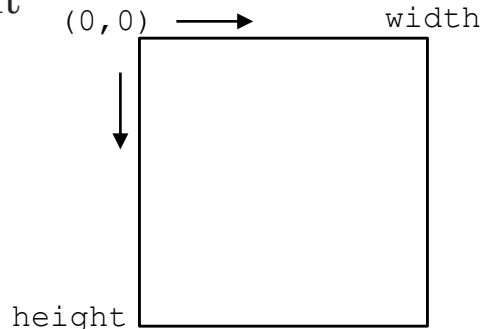
- creates the window
- `.canvas()` returns the canvas
- `.wait()` waits for the user to close the window

- **Canvas**

- used to draw in the window

- **Basic Setup**

1. Create the GraphicsWindow
2. Get the Canvas
3. Draw on the Canvas
4. Wait



- **house.py**

- use at least 6 colors, and fill in at least 3 shapes,
- comment each part of the house

- **olympicRings.py**

- create the Olympic ring image by using rings of size at least 100

- **bullsEye.py**

- ask the user for the size of the window, calculate the size and position of each ring, and draw the bulls eye

- Don't forget to show me!