Assignment 12: Shape Shifter Revisited

1. Reopen your project ShapeShifter.py.
2. Rewrite the square drawing part so that it uses a while loop with a counter to draw the 4 sides of the square.
3. Now, rewrite the program so that it asks the user for the number of sides of a shape, and draws a polygon with that number of sides. You’ll need to compute the number of degrees to turn based on the number of sides, and the condition of the while loop will also depend on that number.
4. Save the program and email it to the instructor.