Project 11 CS 261

Snowmen

For this project you will create Python classes to draw snowmen using `tkinter`.

1. You'll probably want to create basic a few classes to draw shapes likes circles, triangles, lines, and rectangles. To create these, you should use the following methods of a `Canvas` object. Of course, you'll have to pick values for all of the argument variables.

```
canvas.create_rectangle(left, top, right, bottom, fill=color)
canvas.create_oval(left, top, right, bottom, fill=color)
canvas.create_line(x1, y1, x2, y2, fill=color, width=10)
```