

Project 11

CS 261

Save your program for this project as <emailID>_project11.py where <emailID> is the part of your Hampden-Sydney e-mail address before the @ symbol. When you are finished, e-mail your program to blins@hsc.edu. Your solution is due by noon on Friday, December 6.

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)
```