Computer Science 220
Program assignment 4

Learning objectives:

- Develop a Python program that uses the author's graphics package.

Assignment:
Write a program called `fall_greeting.py` that displays a greeting card with Thanksgiving theme. Use the author's graphics packages, `graphics.py`. Since everyone likes to design their own Thanksgiving theme (pumpkin, leaves, turkey, pie, etc.), we will leave it up to you what the details of the finished product should look like.

To make the program more fun, there should be several elements you must include:

1. At least 4 different graphics
2. Greeting message like: "Happy Thanksgiving!"
3. At least one animation as followings:
    a. Flickering
    b. Object movement
    c. Color changing (either background of window or object's color)

The loop that makes the movement (animation) may go too fast. To slow it down, use the `sleep()` function from the `time` library that is a part of Python. You will need to import the library into your code. The line `time.sleep(0.1)` will make the program pause for one tenth of a second.

Make sure to provide users instructions on how to interact with your greeting card. For example, the message "Click anywhere to close" will accept a user's a mouse click and gracefully close the window.

We will have a little in-class competition for the best Thanksgiving greeting card.

Documentation and Style: Follow the instructions.

Submission:
Upload the file `fall_greeting.py` to your class OAKS account.