

dan@dan-Alienware-m15:~/Documents/School/CIS110/Excercises/Ch4\$ python3 Ch4ex02.py

This program displays an Archery Target usig graphics.py



```
from graphics import*
def main():
    print("This program displays an Archery Target usig graphics.py")
    print("")

    win=GraphWin("Archery Target",400,400)
    win.setCoords(-6,-6,6,6)
    center=Point(0,0)
    win.setBackground('grey')
    #White Circle
    whiteCircle=Circle(center,5)
    whiteCircle.setFill('white')
    #Black Circle
    blackCircle=Circle(center,4)
    blackCircle.setFill('black')
    #Blue Circle
    blueCircle=Circle(center,3)
    blueCircle.setFill('blue')
    #Red Circle
    redCircle=Circle(center,2)
    redCircle.setFill('red')
    #Yellow Circle
    yellowCircle=Circle(center,1)
    yellowCircle.setFill('yellow')
    #Draw
    whiteCircle.draw(win)
    blackCircle.draw(win)
    blueCircle.draw(win)
    redCircle.draw(win)
    yellowCircle.draw(win)
    win.getMouse()

main()
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```