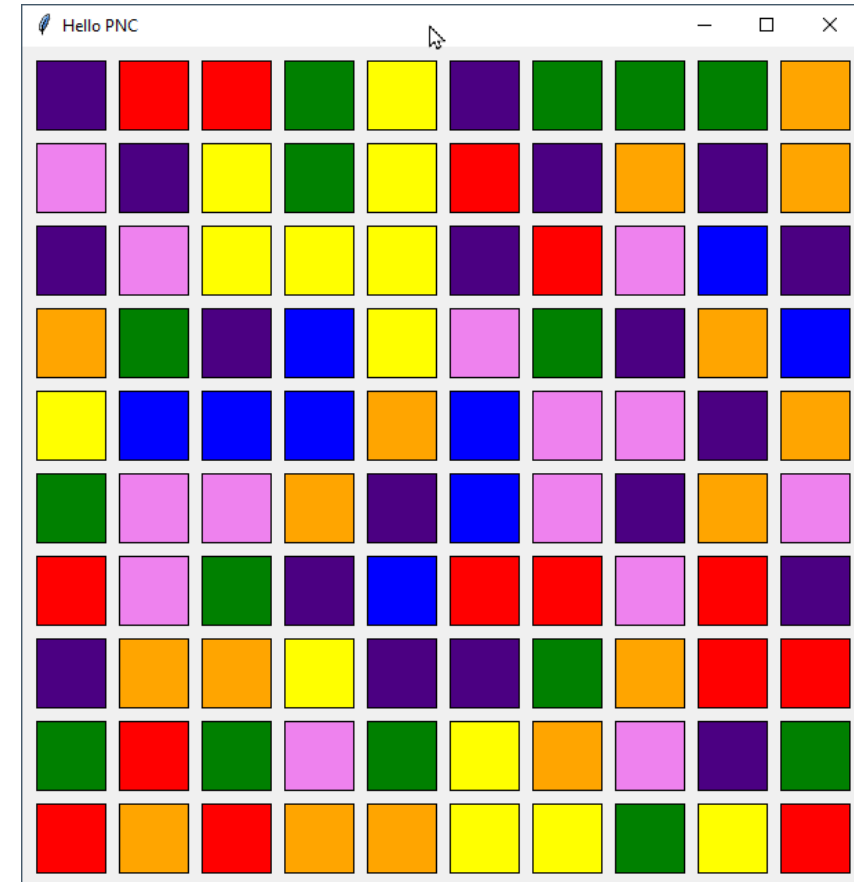# The colorful grid

- Using **2 loops**
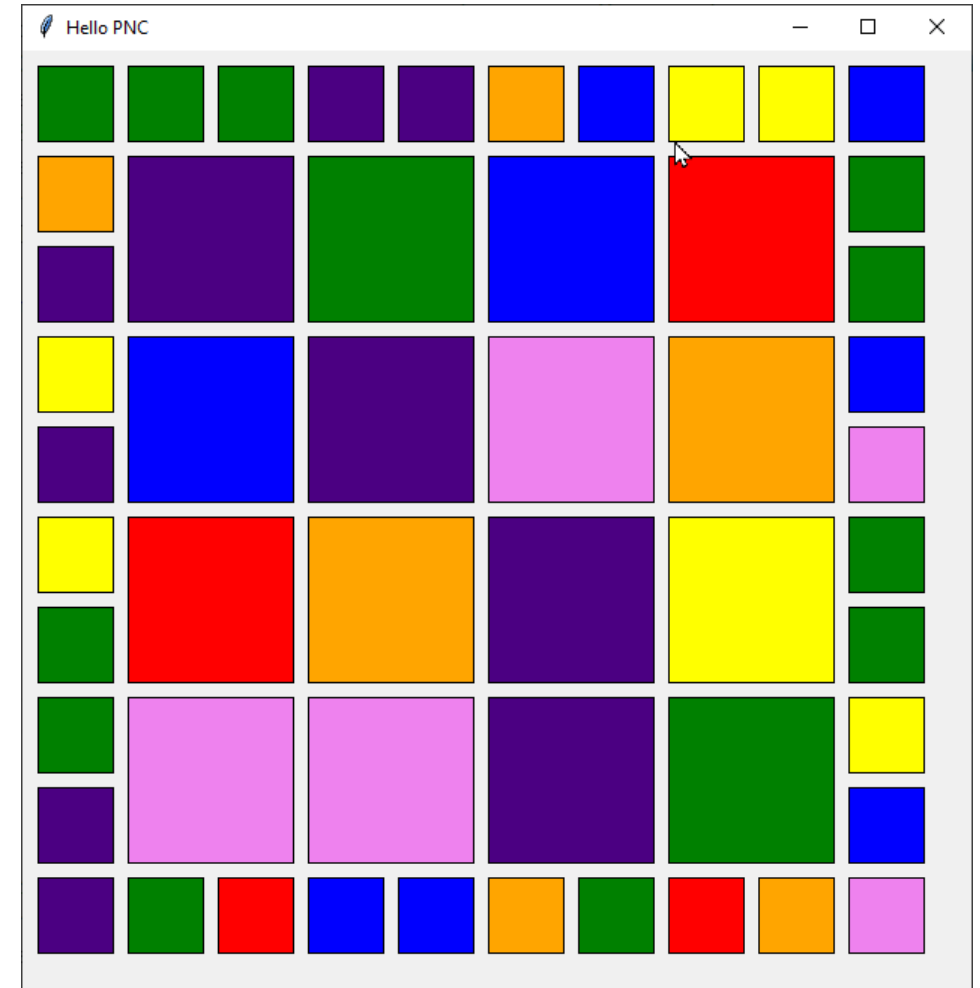
- Using an **array of colors**.

- Using a **random number**

```
colors = ["red", "orange", "yellow", "green", "blue", "indigo",
"violet"]
```
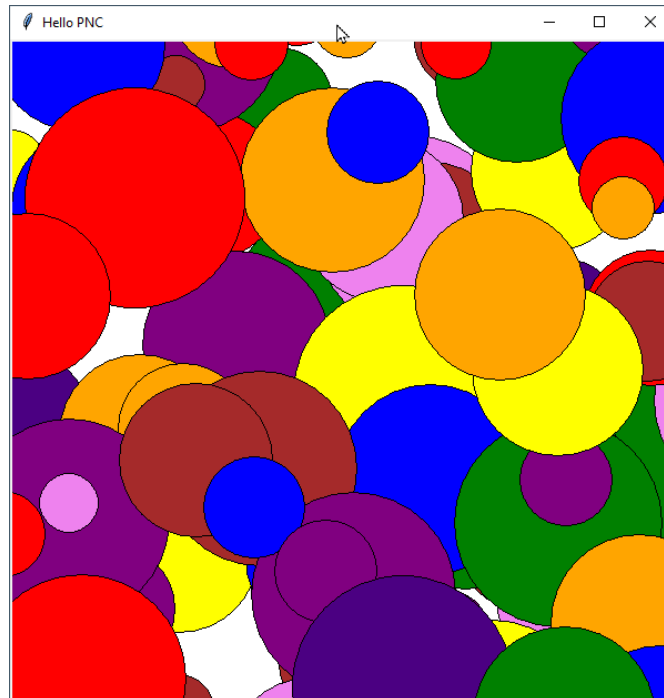
The colorful grid with different square size

- Using :
  - **2 loops**
  - **1 if and 1 elif**
  - **an array of colors.**
  - **a random number**

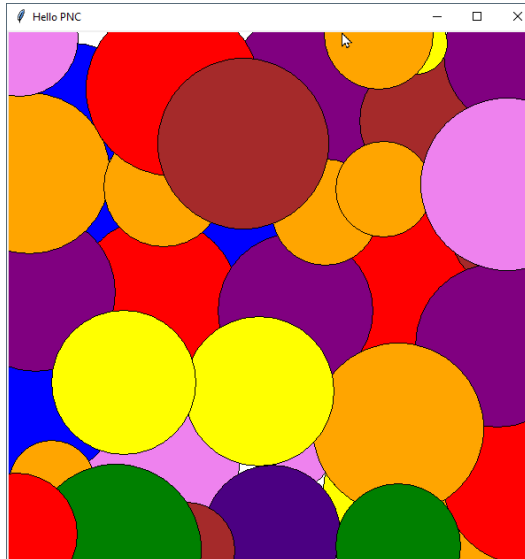- **Tips :** Start by doing the border of the square

The circle mess

- Use the starting code **01-randomCircles-startCode.py**

- Everytime user **clicks :** create a random circle (random position, random color, random size)

The painter

- Use the previous code.

- Everytime user **clicks** :
  - Create a random circle **at the mouse position** (random color, random size)
  - Use **event.x** and **event.y** inside drawCircle function to get mouse poisition

The artist

- Use the previous code with array « points » **04-theArtist-startCode.py**

- When user left click : draw a small circle and append x and y to array

- When user right click : draw a polygon using the array points. Then empty the array. *canvas.create_polygon(points)*