Turtle 3

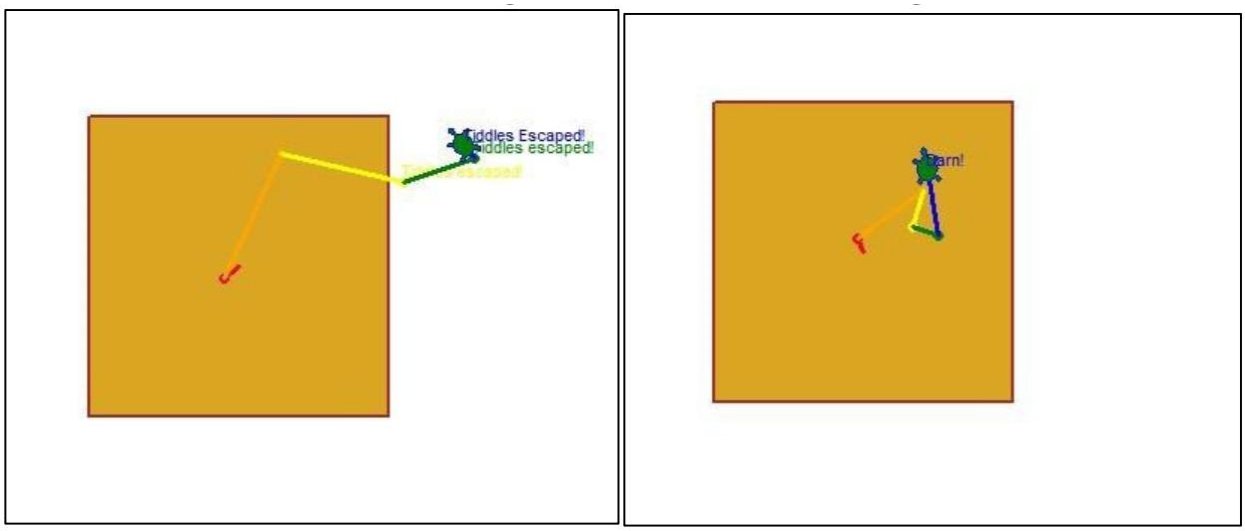
For this lab, you will create your third turtle graphics program. Your assignment will be a .py file called **turtle3*yourlastname*.py** (For example: turtle3Davison.py). Once you are finished, submit the file to Canvas as an attachment.

Goal: The goal of this lab is for you to use decision and repetition structures with turtle graphics.

Requirements: Tiddles the tortoise REALLY wants to escape. Building on the previous turtle program, the program will start by drawing Tiddles' box. A square brown box that is 200 x 200 pixels and filled with a tan color, centered in the turtle window. Tiddles will begin his escape from the home position (0, 0), and must look like a green turtle throughout all escape attempts.

For his attempt, Tiddles will make a total of five moves. For each move:

- Choose a random direction (0-359).
- Choose a random distance (1-100).
- Use a different line color; cycling from red, orange, yellow, green, then blue.
- After each move, if Tiddles is outside of his box, he will say "Tiddles escaped!"
- After the five attempts, if Tiddles is inside of the box, Tiddles will say "Darn!" This includes leaving the box and returning. *See the two example runs below.*



Additional Requirements: In addition to the above requirements, you **must** have a program header at the top of your code and comments in your code that explain what is happening.