**ITEC 136 Lab 1 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

## Assignment

Write a program that will race two turtles based on random inputs.  
Check <https://docs.python.org/3.3/library/turtle.html> for help.

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| # import turtle module  # import random module   #Create a screen  #Change the background color of the screen  #Create two turtle objects  #Give them different colors.   #Change their shape to turtle  #Hold both turtles up.   # Move both turtles to their starting point. Change the starting point as you wish.   # Write the code for racing. # With each mouse click, **forward each turtle** **random distance**. # Stop when one of them wins. Define a criterion for winning.  # Question: Could the race end in a draw?  Hint: No loop in this program. See the onclick() turtle method on how to setup mouse click and function associated with it. |

## Grading Criteria

* Quality of the solution: 0 – 50 points
  + Documentation (internal comments) (0 – 5 points)
    - It is not uncommon for industry to impose a way of documenting software that is uniform across all programmers. Documentation standards are outlined in the same document referenced in the style bullet below.
  + Style (formatting, naming conventions and appearance of solution code) (0 – 5 points)
    - As listed in the action items of the course web page lab assignment, ensure that your solution code meets the documentation and style guidelines for this course. The documentation and style requirements Word document titled "DocumentationAndStyleGuidelines.doc” exists as a link on the lab assignment page. Review your code against this document.
  + Correctness (how the program works under test) (0 – 40 points)
    - The program should work, and be seen to work. The code should be robust.
* Note that grammar, spelling, and writing mechanics do not contribute to the total points for this assignment; however, improper grammar, poor spelling, or poor writing mechanics may result in significant point deductions.