alex.forward(50) # make alex go 100 forward

alex.right(90) # make alex turn right 90 degree

alex.circle(50, 180) # make alex go in circle of radius of 50 for 180 degree

alex.left(90) # make alex turn to the left for 90 degree

alex.forward(150) # make alex go forward 150 steps

alex.setheading(180) # make alex face west

alex.down() # make alex put pen down

alex.forward(50) # make alex go 100 forward

alex.right(90) # make alex turn right 90 degree

alex.circle(50, 180) # make alex go in circle of radius of 50 for 180 degree

alex.left(90) # make alex turn to the left for 90 degree

alex.forward(150) # make alex go forward 150 steps

alex.setheading(-90) # make alex face south

alex.down() # make alex put pen down

alex.forward(50) # make alex go 100 forward

alex.right(90) # make alex turn right 90 degree

alex.circle(50, 180) # make alex go in circle of radius of 50 for 180 degree

alex.left(90) # make alex turn to the left for 90 degree

alex.forward(150) # make alex go forward 150 steps

################################################

# Part 2 - Draw The Shape In the Handout

################################################

# modify the above code to tell alex

# alex.setheading(0) # make alex face east

# alex.circle(100, 180) # make alex go in a circle with radius of 100 for 180 degrees

# TODO: Enter your code here

turtle.done()