## Exercise 10: Bubble Wrap 2.0

## Let’s make our bubble wrap more believable!

You’ve been given a starter code that will fill the canvas with light blue bubbles. It’s now your turn to add a highlight to the top right corner of each bubble.

To do this:

- Don’t alter Tracy’s first step of filling the canvas with circles. Instead, add another function that will be used after all circles are drawn.

- Write a function called make\_highlight that will draw a white quarter-circle with a radius of 10

- Make sure you include a way to be sure the highlight is being drawn in the correct location

*Hint: You should be able to reuse the move\_up\_a\_row function that has already been defined.*