## Exercise 14: Geometry 2.0

## Write a program that will draw 7 shapes.

Your shapes should:

- Start with 0 points

- Each increase the number of points by 1 (ie: line- 2 points, triangle- 3 points, square- 4 points, etc.)

- Start with a radius of 20 and increase in radius by 20 pixels each time

- All be drawn from the same starting position

*Hints: It is difficult to use the value of i to control both the radius of the shape and the number of points so you may use a variable called* radius *to control this.*