Turtles and Loops

Andrew Rosen

For each of the following problems, write small program that uses turtles to draw the figure.

DO NOT NAME YOUR HOMEWORK turtle.py
DOING SO WILL RESULT IN A ZERO.

1 Turtle Olympics

Write a program (or function if you know how) which uses a turtle or turtles to draw the Olympic ring logo. Extra credit if you can get the rings to overlap and cross over and under correctly.

2 Turtle Clock

Draw the face of analog clock using a turtle. It should resemble the following picture, but you can be creative! Remember the `stamp()` function a turtle can use, as well as `penup()`.

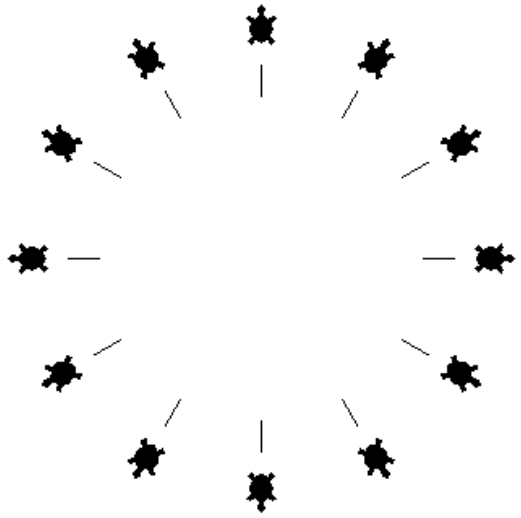

Figure 1: A clock of turtles.

3 Initials

Write a program or function that draws your initials.

4 Draw Shape

Write a program that asks a user to input the number of sides they would like, which we'll call n. Your turtle should then draw an n-sided regular polygon, i.e. a shape with n sides that all are the same size and all the angles are the same angle. In other words, if n is 3, then your turtle will draw an equilateral triangle. If n is 4, your turtle should draw a square. If n is 5, you have a pentagon with all sides the same. And so on. Please refrain from using the built-in `circle` function turtles come with.

My hints are as follow

- You should have a for loop that runs n times.
- All the angles in the shape will add up to 360 degrees.
- Check out `https://runestone.academy/runestone/books/published/fopp/Projects/drawing_a_circle.html#drawing-a-circle`

5 Triforce

Draw the following image using turtles:

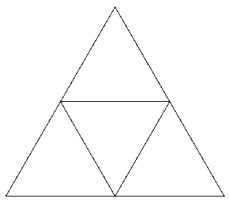

Figure 2: doo doo doo DOO.

6 Grading

Each problem is worth 20 points. The extra credit is worth 10 points!