#imports the Turtle module

import turtle

wn = turtle.Screen() #creates the screen for the turtle to be drawn on

wn.bgcolor("blue") #set background color to blue

###CREATE THE DIFFERENT TURTLES

###Creates the top of the snowman

top1 = turtle.Turtle()

###Creates the middle of the snowman

middle1 = turtle.Turtle()

###Creates the bottom of the snowman

bottom1 = turtle.Turtle()

###Creates the left and right eyes of the snowman

lefteye = turtle.Turtle()

righteye = turtle.Turtle()

###Creates the buttons of the snowman

buttons = turtle.Turtle()

###TURTLE ATTRIBUTES

###Assigns the top1 attributes

top1.pensize(10) #sets pensize to 10

top1.color("black") #sets color to black

top1.fillcolor("white") #sets fill color to white

top1.speed(0) #set turtle speed to fastest possible

###Assigns the middle1 attributes

middle1.pensize(10)

middle1.color("black")

middle1.fillcolor("white")

middle1.speed = (0)

###Assigns the bottom1 attributes

bottom1.pensize(10)

bottom1.color("black")

bottom1.fillcolor("white")

bottom1.speed(0)

###REPOSITION START POINTS

###Reposition top1 startpoint

top1.up() #lift turtle up

top1.setposition(0,27) #move up

top1.down() #put turtle back down

###Reposition middle1 startpoint

middle1.up()

middle1.setposition(0,-100)

middle1.down()

###Reposition bottom1 startpoint

bottom1.up()

bottom1.setposition(0,-300)

bottom1.down()

###Reposition left and right eyes

lefteye.up()

lefteye.setposition(-20,70)

lefteye.down()

righteye.up()

righteye.setposition(20,70)

righteye.down()

###DRAW THE DIFFERENT TURTLES

###Draws top circle

top1.begin\_fill() #begins the fill

for i in range (313): #draws the circle

top1.forward(.75)

top1.left(1.15)

top1.end\_fill() #ends the fill

top1.hideturtle() #hides the turtle

###Draws middle circle

middle1.begin\_fill()

for i in range (313):

middle1.forward(1.25)

middle1.left(1.15)

middle1.end\_fill()

middle1.hideturtle()

###Draws bottom circle

bottom1.begin\_fill()

for i in range (313):

bottom1.forward(2)

bottom1.left(1.15)

bottom1.end\_fill()

bottom1.hideturtle()

###Draws the left and right eyes

lefteye.dot(10,"black")

lefteye.hideturtle()

righteye.dot(10,"black")

righteye.hideturtle()

###Draws the buttons

for i in range (4):

buttons.dot(10,"red")

buttons.up()

buttons.setheading(-90)

buttons.forward(20)

buttons.down()

buttons.hideturtle()

###END

wn.mainloop() #waits for user to close the window