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1. (40pts) First, write a program to draw a star like the one below, when the user clicks the turtle, and make sure you clear the screen and re-draw the star each time the user clicks the turtle:

Begin by designing your program using these steps, and write steps 1, 2, and 4 on paper or in a text editor. Then, implement the program using Python.

- **Step 1: Problem Analysis.** (10 pts)

Know the angles of a star.

Know how to rotate the turtle.

Know how to trigger the event.

- **Step 2: Program Design.** (10 pts)

1. Click the turtle.

2. Draw the star.

3. Clean the screen.

4. Click the turtle again.

- **Step 3: Program Implementation.** (10 pts) This is the Python code that moves your turtle around the screen to draw a star, i.e. your .py file that gets saved before running your program.

- **Step 4: Program Testing.** (10 pts)

1. Click the Turtle multiple times to see what happen.

2. (60pts) Now, write a program to draw your name on the screen, when the user clicks the turtle, and make sure you clear the screen and re-draw your name each time the user clicks the turtle.

Begin by designing your program using these steps, and write steps 1, 2, and 4 on paper or in a text editor. Then, implement the program using Python.

- **Step 1: Problem Analysis.** (10 pts)

1. Know how to use print function.
2. Know how to trigger the event.

- **Step 2: Program Design.** (20 pts)

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1. Click turtle.
2. Print the name
3. Clear screen.
4. Click the turtle again

**Step 3: Program Implementation.** (20 pts) This is the Python code that moves your turtle around the screen to draw a star draw your name, i.e. your .py file that gets saved before running your program.

- **Step 4: Program Testing.** (10 pts)

Click the turtle multiple times to see what happen.