

## Hello Turtle

Starting from the code provide in `hello_turtle.py`, complete each of the letter functions so that they will draw that letter on the screen. It helps to imagine each letter sitting inside of a rectangle (called a bounding box) as shown in Figure 1. To draw a letter, assume the turtle starts in the lower left corner of the bounding box, and make sure it ends in the lower right corner. The width of most letters should be about 60 pixels.

Then fill in the `main()` function so that it calls each of the letter functions at the appropriate place to write the message “hello turtle” on the screen as shown in Figure 2. Save your program as `hello_turtle.py` and submit it along with a screenshot showing the result.

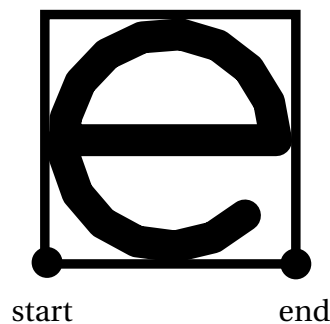


Figure 1: The letter ‘e’ in a bounding box.

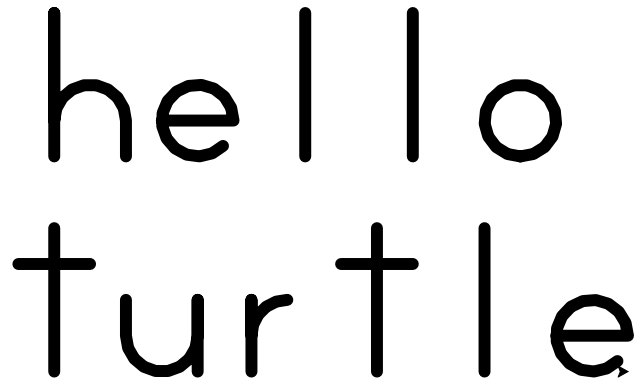
The text "hello turtle" is displayed in a simple, hand-drawn font. The letters are arranged in two lines: "hello" on the top line and "turtle" on the bottom line. The font style is consistent with the letter 'e' shown in Figure 1, suggesting it was drawn using the turtle module.

Figure 2: A message written with the turtle for Exercise 21.