

## Random Vowels

Using the provided `vowels.py` template, complete the module named `vowels` that imports the `turtle` graphics module and defines the following functions for drawing each of the vowels `draw_a`, `draw_e`, `draw_i`, `draw_o`, `draw_u`. Then, using the `random_vowels.py` template, write a program that imports your `vowels` module as a basic import (do not use a partial or wildcard import to import `vowels.py`) Your program should then use the functions imported within `vowels.py` to draw each of the vowels a single time but in a random order. Make sure the vowel order is determined at runtime rather than hard coding a random order. An example of the result is shown in Figure 1. Take a screenshot of your finished drawing and save your program as `random_vowels.py`. Be sure to submit your `random_vowels.py` program, your `vowels.py` module, and your screenshot of the drawing produced when you run `random_vowels.py`.



Figure 1: Sample output of the vowels in random order for Exercise 24.