**Computer Science 220**

**Program 4**

**Learning objectives:**

* Develop a Python program that uses the graphics package.
* Learn how to create and use objects.
* Practice looping with graphic objects.

**Policies:**

See the file Policy.doc in the content section of OAKS for more information on expected code policies.

**Assignment:**

You are to design a spring greeting card. Write a program, shootingStars.py that uses the graphics package to create a house with at least the following features:

1. Blue sky
2. Green grass
3. White house
4. Red door
5. Two windows (use clone feature to create second window)
6. Brown roof

Additionally, create code to make “shooting stars.” After the meteor shower, which should include a minimum of five stars, your code should print a pleasant greeting and instructions on how to terminate the program.

FYI A friendly in-class competition will be held to determine the best greeting card.

**Submission:**

Submit shootingStars.py to your class account.

**Policies:**

Please follow the policies spelled out in the Policy document on OAKS.