

Section 3 Programming Challenge Problems

To practice what you've learned in this chapter, try these challenges. (If you get stuck, go to <http://TeachYourKidsToCode.com> for sample answers.)

#1: Circular Spirals

Look back at your *ColorCircleSpiral.py* program from Section 2 that drew circles instead of lines on each side of the spiral. Run that example again and see if you can determine which lines of code you'd need to add to and delete from the *ColorSpiralInput.py* program in Section 3 to be able to draw circular spirals with any number of sides between one and eight. Once you get it working, save the new program as *CircleSpiralInput.py*.

#2: Custom Name Spirals

Wouldn't it be cool to ask the user how many sides their spiral should have, ask them their name, and draw a spiral that writes their name in the correct number of spiral sides and colors? See if you can figure out which parts of *SpiralMyName.py* from Section 3 to incorporate into *ColorSpiralInput.py* to create this new, impressive design. When you get it right (or come up with something even cooler), save the new program as *ColorMeSpiralled.py*.