def drawHare(pic, xc, yc):

addOvalFilled(pic, xc-13, yc-20, 26, 40, gray)

addRectFilled(pic, xc-20, yc-6, 40, 26, white)

addOvalFilled(pic, xc-22, yc-8, 44, 16, gray)

addOvalFilled(pic, xc-10, yc-8, 5, 5, black)#eye1

addOvalFilled(pic, xc+5, yc-8, 5, 5, black)#eye2

addOvalFilled(pic, xc-4, yc, 8, 4, black)#mouth

addLine(pic, xc, yc, xc, yc-4, black)#nose

addOvalFilled(pic, xc-35, yc-20, 45, 8, gray)# ear1

addOvalFilled(pic, xc-10, yc-20, 45, 8, gray)# ear2

def drawTurtle(pic, xc, yc):

addOvalFilled(pic, xc-25, yc-20, 50, 40, gray)# shell1

addOvalFilled(pic, xc-15, yc-10, 30, 20, white)# shell2

addOvalFilled(pic, xc-20, yc-23, 10, 10, gray)# feet

addOvalFilled(pic, xc+10, yc-23, 10, 10, gray)# feet

addOvalFilled(pic, xc-20, yc+13, 10, 10, gray)# feet

addOvalFilled(pic, xc+10, yc+13, 10, 10, gray)# feet

addOvalFilled(pic, xc+12, yc-10, 22, 20, gray)# head

addOvalFilled(pic, xc+25, yc-5, 5, 5, black)#eye1

addOvalFilled(pic, xc+25, yc, 5, 5, black)#eye2

def deleteHare(pic, xc, yc):

addRectFilled(pic, xc-35, yc-20, 70, 30, white)

def deleteTurtle(pic, xc, yc):

addRectFilled(pic, xc-25, yc-23, 60, 46, white)

from time import\*

from random import\*

def main():

#create a blank picture with 600 width & 500 Height

width=600

height=500

myPic = makeEmptyPicture(width,height)

#Create a two different rivers from 150 to 155 and from 300 to 350

addRectFilled(myPic, 150, 0, 5, 500, blue)

addRectFilled(myPic, 300, 0, 5, 500, blue)

#x and y cordinates to draw Hare and Turtle

x1=0

y1= height/3

x2 =0

y2=2\*height/3

#Draw Hare and Turtle using provided fuction

hare = drawHare(myPic,x1,y1)

turtle = drawTurtle(myPic, x2, y2)

show(myPic)

#establish diligent variable to use in while condtition &make a conditionm

diligent= width-1

while x1< diligent and x2 < diligent:

nap= randrange(0,2)

if nap == 1:

checkingMove = x1+randrange(1,9)

if checkingMove >= 150 and checkingMove<=155:

printNow ("Hare can't cross river at position " + str(checkingMove))

elif checkingMove >= 300 and checkingMove<=305:

printNow ("Hare can't cross river at position " + str(checkingMove))

else:

x1=checkingMove

x2=x2+randrange(1,4)

drawTurtle(myPic, x2,y2)

drawHare(myPic,x1,y1)

repaint(myPic)

sleep(0.25)

deleteTurtle(myPic, x2, y2)

deleteHare(myPic, x1, y1)

#with the help of diligent variable make a condition to get a result of race

if x1>=diligent and x2 >=diligent:

showInformation("Game is tie")

elif x1 >=diligent:

showInformation("The Hare won! So unfair...")

elif x2 >= diligent:

showInformation("The Turtle won")