IT 210 – Fundamentals of Programming – Lab 2

Write a program that implements Graphics P2.27 in your text on page 83. The code below should get you started. If you choose to make the drawing a different size, feel free to change constants in the code. You will need to place the graphics.py file (available on D2L in the Syllabus, Notices & Grades folder) in the same folder as your program.

```
# Your Name

# Draw a house.
#
# import necessary graphics functionality provided by the authors
from graphics import GraphicsWindow

# Create the graphics window named win
win = GraphicsWindow(400, 400)

# Create a canvas we can draw on
canvas = win.canvas()

# Draw the house.  Change this if you want to draw a different style house
canvas.setColor("red")
canvas.drawRect(100, 150, 200, 200)
# Add your python code to complete the house drawing here...

# This statement will make the window stay open until its "close" button is clicked
win.wait()
```

The above comments and additional similar comments should be part of your submitted code.

Submit your lab to the D2L dropbox not later than **11:59 pm Friday** evening. Name your file Lab02.py .
The drawing below is a simple, minimally acceptable drawing. You may and probably should make yours more elaborate. Bonus points will be awarded if you really impress me.