

```
1 # External module containing functions for drawing various shapes
2 # shapes.py
3
4 import pygame
5
6 def draw_circle(screen, shape):
7     pygame.draw.circle(screen, shape['color'], shape['position'], shape['
radius'])
8
9 def draw_rect(screen, shape):
10     pygame.draw.rect(screen, shape['color'], (shape['position'][0], shape['
position'][1], shape['width'], shape['height']))
11
12 def draw_line(screen, shape):
13     pygame.draw.line(screen, shape['color'], shape['start_pos'], shape['
end_pos'], shape['width'])
14
15
```