Computer Science I   CSCI-141
Four-way Button Graphic   Homework
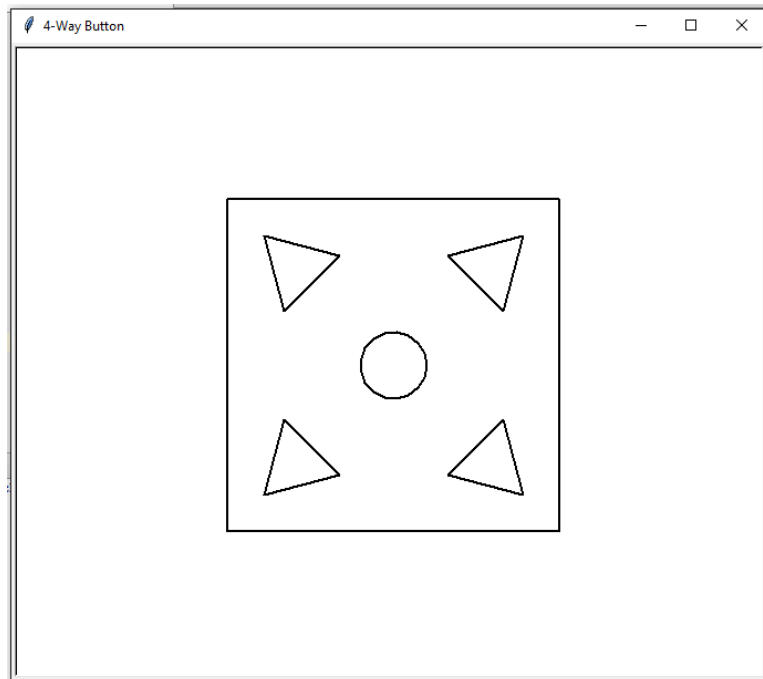
07/26/2016

1   Problem

Write functions and compose a program that draws the figure shown below. Use the `turtle.done()` function at the end of your program so that your drawing remains displayed until the user closes the window.

If you wish to title your window as shown above, or draw text on the screen, please refer to the functions title() and write() in the turtle documentation:

http://docs.python.org/py3k/library/turtle.html

Your program file must be called `fourway_button.py`.

1.1 Program Operation

The program should be runnable from inside the `PyCharm` IDE. The program should also be runnable from the command line of a terminal window as follows:

<div align="center">

`python3 fourway_button.py`

</div>

1.2 Grading

- 60%: The implementation produces the expected picture and the figure fits within the canvas. The drawing remains displayed until the user closes the window.
- 30%: The implementation uses and reuses user-defined functions.
- 5%: Each function has a *docstring* containing a sentence describing its purpose. This documentation helps others understand how they may reuse the function. An example is provided on the Course Resources webpage:
  `http://www.cs.rit.edu/~csci141/Docs/style-example-py.txt`
- 5% The program is in the correct, standard style, starting with a *docstring* for the whole file. This program file docstring must contain your *full* name.

1.3 Submission

Put your program code with the appropriate documentation into a file called `fourway_button.py` and submit that file to the MyCourses dropbox for this assignment.