Section 5: Graphics

In this section, our goal is to work on a graphics problem together.

Problem: Random Circles

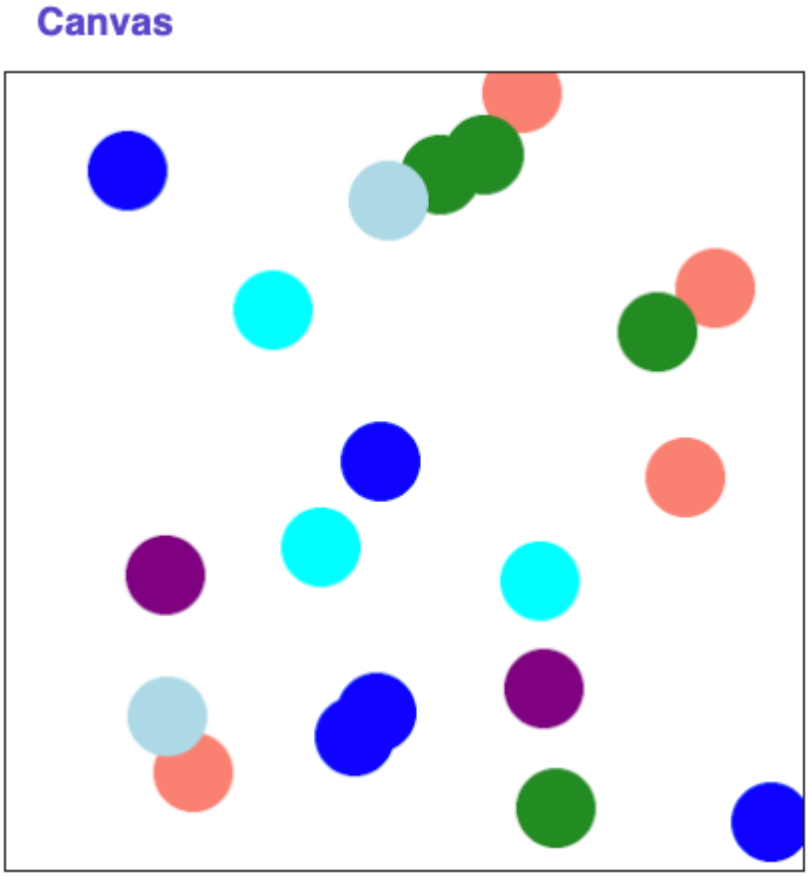
Write a program that draws a 20 circles at random positions with random colors on the canvas. You are provided with the constants N_CIRCLES (the number of circles to draw), CANVAS_WIDTH and CANVAS_HEIGHT (the width and height of the canvas, respectively) and CIRCLE_SIZE (the width and height of each circle respectively). Specifically, your job is to implement the following function:

```
def draw_random_circle(canvas):
```

which takes as a parameter the canvas that will be used to draw all of the random circles. In order to choose a random color, we have a defined a function for you to use called random_color(). It will return a random color that you can use for a given circle.

```
def random_color():
    colors = ['blue', 'purple', 'salmon', 'lightblue', 'cyan', 'forestgreen']
    return random.choice(colors)
```

Making all the necessary calls to your draw_random_circle(...) function should produce something that looks like this (of course with randomness yours will have the circles in different locations:



Possible Extensions:

If you find you have extra time you can try adding the following extensions on to this problem

1. Draw a random number of circles between 1 and 20
2. Draw circles of a random size
3. Draw the circles such that all parts of the circle are within the canvas