

INPUT

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### MINI PROJECT ###      ### TURTLE GRAPHICS ###
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      ### UNSCHOOL- JAVA AND PYTHON PROJECT-1 ###

#IMPORTING MODULES
import turtle      #to create graphics
import random      #to generate random colors

#SCREEN SETTINGS
window = turtle.Screen ()      #naming screen as window
window.bgcolor("black")      #background as black
window.colormode(255)      #setting colors to 255
obj = turtle.Turtle()      #turtle pen as obj

#DEFINING FUNCTION
def draw_polygon ():
    for x in range(500):      #loop
        r,b,g = random.randint(0,255),random.randint(0,255),random.randint(0,255)      #generating random
color
        obj.pencolor(r,g,b)      #pen color/obj color Wwhich will draw colorful lines
        obj.speed(0)      #speed of designing graphics #slowest = 10, fastest = 0
        obj.fd(x + 100)      #moving forward
        obj.rt(91)      #angle of tilting

    #TO ENSURE GRAPHICS DOESN'T STOP UNLESS CLICKED
    window.exitonclick()

#CALLING FUNCTION
draw_polygon()

###      CODE ENDS      ###
```

OUTPUT

