

# **Programming Fundamentals**

## **Assignment 2**

**The assignment is related to the book: Introduction to Computing using Python, by Ljubomir Perkovic.**

### **Part (a):**

This is a non-graded part of the assignment.

1. Reading Assignment: Chapter 3 of the book
2. Cover complete Case Study 3 titled 'Automating Turtle Graphics', of the same book.

### **Part (b):**

This is the graded part of the assignment.

Solve all the even numbered problems (e.g. 3.18, 3.20, 3.22, ..., 3.44 ) from the Exercise (page 85) at the end of Chapter 3 in the book. Each of the problems should be attempted as a separate python file and named accordingly (e.g. problem\_3\_22.py). For submission, all the python files must be placed in a single folder. The folder must be named using student's full name, Roll # and Assignment number (e.g. UsmanArif\_19B-999-CS\_As2). The folder must then be compressed (zipped) and submitted through email till Midnight, 17<sup>th</sup> of November 2019. Late and/or any submissions not following naming convention will not be considered.