When suffle button is pressed, shffle function will execute.

```
Button(buttons_frame, text = "Shuffle",
          command=lambda : self.feedback("shuffle")).pack(side=LEFT)
def feedback(self, choice):
        if choice == "add":
            self.draw()
        elif choice == "shuffle" :
            self.shuffle()
```

Perform the operation of bringing a random object in front of another random object for the number of times the object is drawn on the canvas.

```
def shuffle(self):
        object_id_list = self.canvas.find_all()
        number_objects = len(object_id_list)
        for i in range(number_objects):
            oid1 = object_id_list[randint(0, number_objects-1)]
            oid2 = object_id_list[randint(0, number_objects-1)]
            self.canvas.tag_raise(oid1, oid2)
```