Project 5: Write Your Own Turtle with a Menu-Driven Program

Basic Information:

Project Heading:

Use the following as a header for all of your projects:

```
#-----------------------------------------------------------------------------------------------------------------
# Program name – filename.py
# Written by – your name
# Date – todays date
# Description of the program.
#-----------------------------------------------------------------------------------------------------------------
```

Style:

Be sure you have header comments for each of your functions.

Due Date:

Week 16

Turn in:

1. Algorithm or flow chart
2. Program listing
3. Save file(s) as P5_YourName.py – include your module *draw_shape.py*.

Problem Specification:

You will write a MENU-DRIVEN program with your own functions.
You will create the module, *draw_shape.py*. This module will allow the player to draw geometric shapes and an option to quit the program. *draw_shape.py* must have a set of Python Turtle Graphics functions built-in.
Review the lecture Modularity, prior starting this project- it has an example of the turtle Function.

Specific Requirements:

USER MENU
DRAW_SQUARE_CHOICE =1
DRAW_RECTANGLE_CHOICE =2
DRAW_ANYSHAPE_CHOICE =3
QUIT_CHOICE = 4

- First Menu Option: the user will have the option to draw a square. Use turtle to draw a square of any size. Create a function *drawSquare() that takes two parameters, namely the turtle to draw the square and the size of the square. The user will enter the length size.* Later your program will call this function.

- Second Menu Option: the user will have the option to draw a rectangle. Create a function *drawRectangle() t*o double the size of a shape to make a rectangle.

- Third Menu Option: the user can draw a shape of your choice. This shape function *drawShapeOfYourChoice(),* takes three parameters: *myTurtle, width, height.*

- Fourth Menu Option: quit

- Your program must have instructions for the player.
- Your program must use meaningful functions and show modularity in the design.
- Your program should not accept invalid choices from the player.