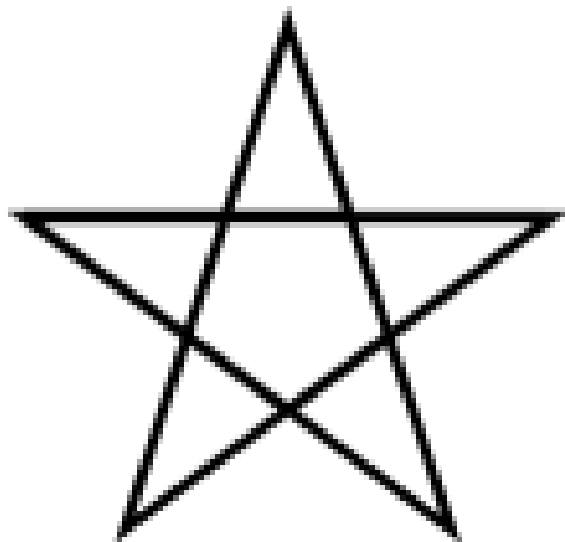


COSC2429 Intro to Programming

Lab 3: Turtle Graphics and Python Modules

Objective: At the end of this lab, you will be able to use the turtle, math and random module to produce some amazing pictures.

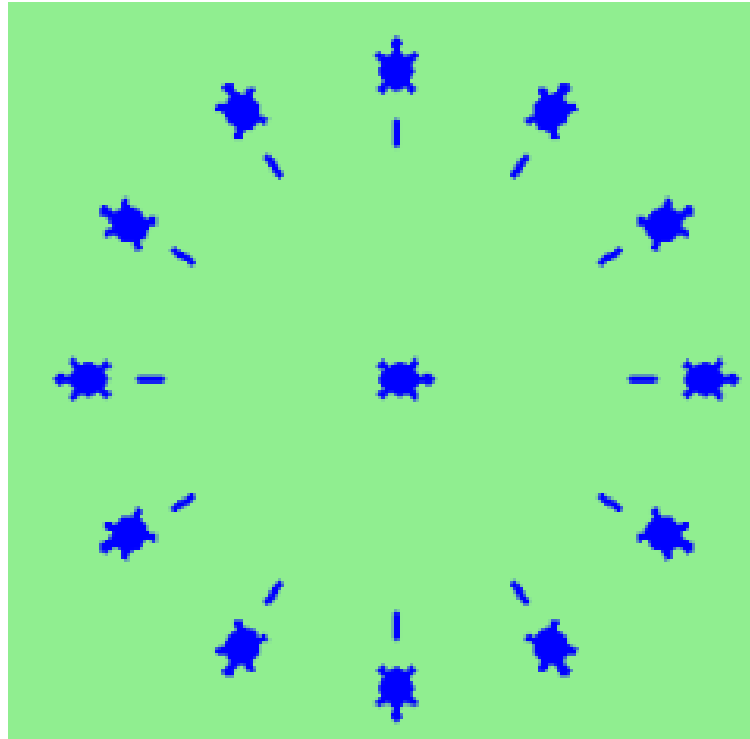
1. Write a program that prints “We like Python's turtles!” 1000 times.
2. Write a program that prints 10 random numbers between 25 and 35 inclusively.
3. Write a program that draws all of these regular polygons (regular means all sides the same lengths, all angles the same) in the same window:
 - a. An equilateral triangle
 - b. A square
 - c. A hexagon (six sides)
 - d. An octagon (eight sides)
4. Write a program to draw a star shape like this:



5. Write a program to draw a Vietnamese flag as follow:



6. Write a program to draw a face of a clock that looks like this:



7. Write a program to draw some kind of a cool picture. Be creative and experiment with the turtle methods provided in the slide “summary of turtle methods” of this week’s lecture.