CIS 40 - Assignment 5

Using the functions that draw shapes in the class exercise, write a script to create a graphical drawing of your choice.

Your script should have the following:

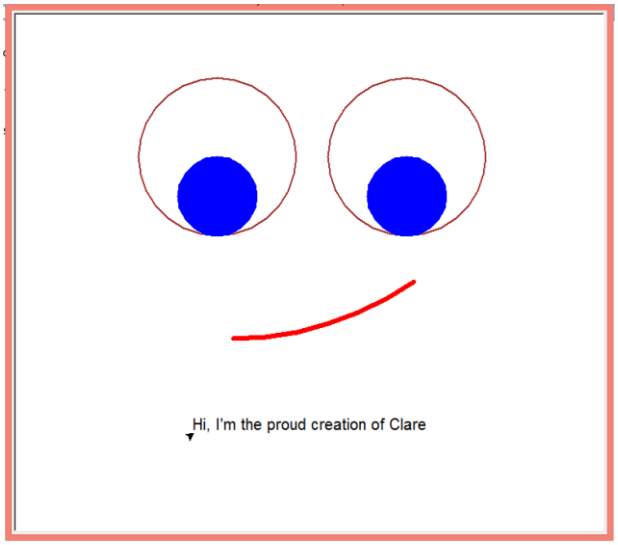
1. Copy the drawCircle, fillCircle, and / or drawTriangle functions from Exercise 5 into your script so you can use them.
2. (5 pts) Write at least one new function to draw or fill other shapes (such as a square, rectangle, semi-circle...)
3. (5 pts) Design your output drawing such that it contain at least 3 different shapes. A shape that is filled and the same shape that is unfilled count as 2 different shapes.
   Your name should be printed in the output as part of the draw() function.
4. (5pts) Write 2 "driver" functions:
   a. a function called initDraw(), which creates the turtle object
   b. a function caled draw(), which coordinates the drawing of your output by calling all the other functions that you've written.

   The 2 driver functions should be at the end of the source file, after all the function definitions that you have.

```
from turtle import *
t = initDraw()       # t is the turtle object name
draw(t)
```

Have fun and show your creativity and artistic side. Random shapes on a screen is really boring!
Hint: if each shape is put in a function, it's easy to duplicate the same shape by calling the function multiple times.

Here's my example output window (orange border is the screen border, it's not part of the drawing):
3 shapes, 2 of the shapes are duplicated, name is printed at the bottom of the screen.



Extra credit (2pts): Design a recognizable object for your graphics output. In the past, students have come up with a bear, an ice cream cone, a robot, etc. The output should not be a duplicate of someone else's work in class (don't do a smiley face, for example). Do a screen capture of the output object and post the image file to the Assignment5 extra credit forum. You get the extra credit only if the class and I can tell what it is.