Python 3.3.3 (v3.3.3:c3896275c0f6, Nov 18 2013, 21:19:30) [MSC v.1600 64 bit (AMD64)] on win32

Type "copyright", "credits" or "license()" for more information.

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?5

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?3

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?3

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?4

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?4

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?5

>>> ================================ RESTART ================================

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How many points do you want to draw?6

>>> ================================ RESTART ================================

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How many points do you want to draw?7

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>>>

How many points do you want to draw?8

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?9

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?10

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?11

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>>>

How many points do you want to draw?12

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>>>

How many points do you want to draw?13

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?14

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?15

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?0

Traceback (most recent call last):

File "E:/Google Drive/CS110/Mou\_Keni\_A52\_Assignment2/#4. draw shapes2.py", line 38, in <module>

main()

File "E:/Google Drive/CS110/Mou\_Keni\_A52\_Assignment2/#4. draw shapes2.py", line 20, in main

angelInside=(pointInt-2)\*180/pointInt

ZeroDivisionError: division by zero

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?3.2

Traceback (most recent call last):

File "E:/Google Drive/CS110/Mou\_Keni\_A52\_Assignment2/#4. draw shapes2.py", line 38, in <module>

main()

File "E:/Google Drive/CS110/Mou\_Keni\_A52\_Assignment2/#4. draw shapes2.py", line 14, in main

pointInt=int(pointStr)

ValueError: invalid literal for int() with base 10: '3.2'

>>> ================================ RESTART ================================

>>>

How many points do you want to draw?triangle

Traceback (most recent call last):

File "E:/Google Drive/CS110/Mou\_Keni\_A52\_Assignment2/#4. draw shapes2.py", line 38, in <module>

main()

File "E:/Google Drive/CS110/Mou\_Keni\_A52\_Assignment2/#4. draw shapes2.py", line 14, in main

pointInt=int(pointStr)

ValueError: invalid literal for int() with base 10: 'triangle'

>>>

























