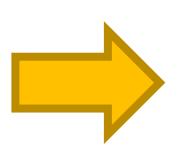
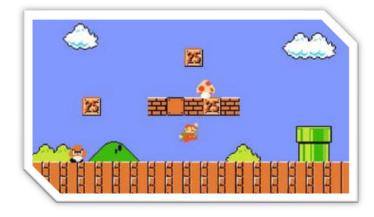
## Python libraries

From terminal to gaming

```
vivek@nixcraft-asus:-$ is -id projects/
drwn-x-r.x v vivek vivek d006 Nov 21 18:54 projects/
drwn-x-r.x v vivek vivek d006 Nov 21 18:54 projects/
drwn-z-r.x vivek vivek 4006 Nov 21 18:54 projects/
vivek@nixcraft-asus:-$ is -projects/
vivek@nixcraft-asus:-$ is -projects/
vivek@nixcraft-asus:-$ rndir -v /hone/vivek/data/
rndir: renoving directory, /hone/vivek/data/
rndir: renoving directory, /hone/vivek/data/
vivek@nixcraft-asus:-$ rndir -v /hone/vivek/data/
rndir: renoving directory, /hone/vivek/data/
rndir: renoving directory, /hone/vivek/data/
rndir: renoving directory /hone/vivek/projects/
rndir: falled to renove '/hone/vivek/projects/
rndir: falled to renove '/hone/vivek/projects/
rndir: falled to renove '/hone/vivek/projects/
renoved /hone/vivek/projects/hello.h'
renoved /hone/vivek/projects/hello.h'
renoved directory '/hone/vivek/projects/
vivek@nixcraft-asus:-$ is -/data.projects)
ls: cannot access //hone/vivek/projects/
vivek@nixcraft-asus:-$ sis -/data.projects/
vivek@nixcraft-asus:-$ vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$ vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
vivek@nixcraft-asus:-$
viv
```



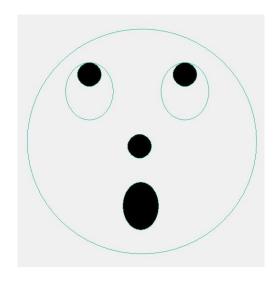


#### **TODO STARTER:: Display the best art works from 3 students**

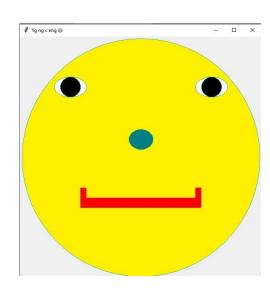
#### Student works







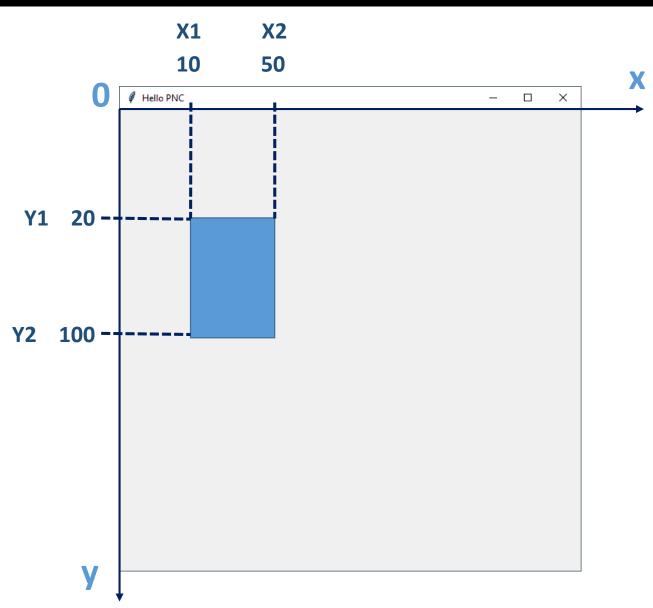




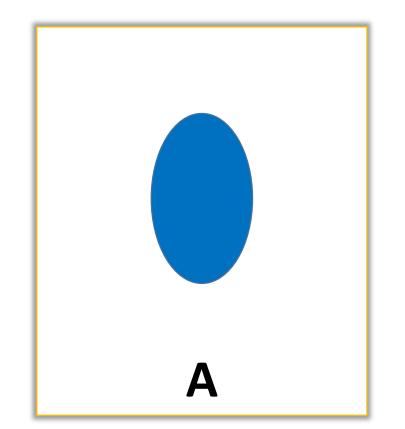


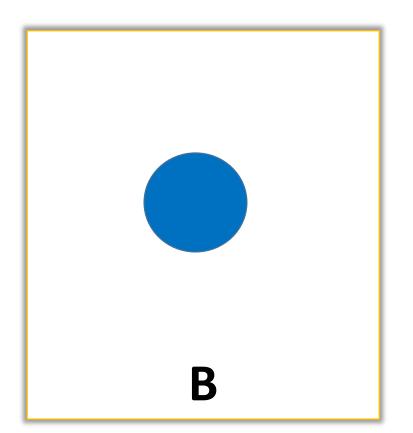
#### create\_rectangle(x1, y1, x2, y2, optional parameters...)

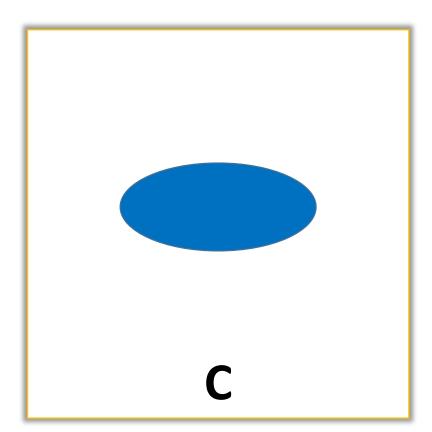
create\_rectangle(10, 20, 50, 100, fill="#0000FF")



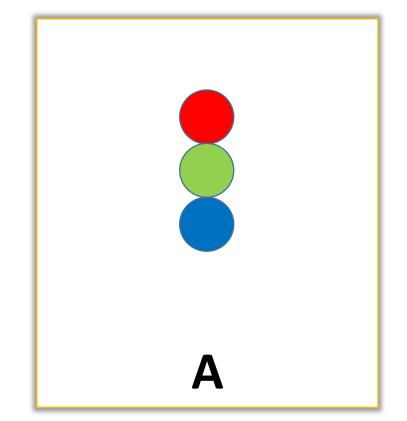
canvas.create\_oval(50, 50, 150, 100, fill="#0000FF")

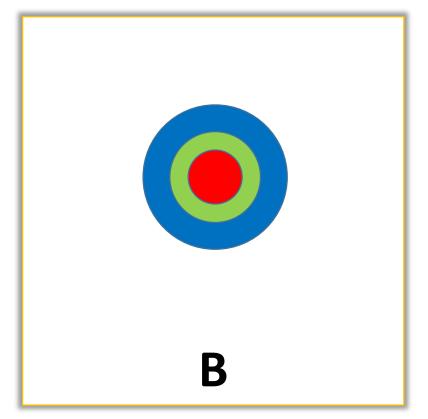


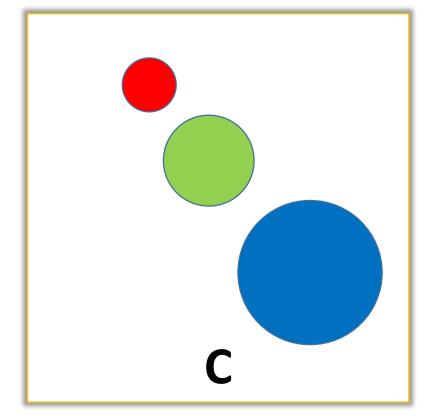




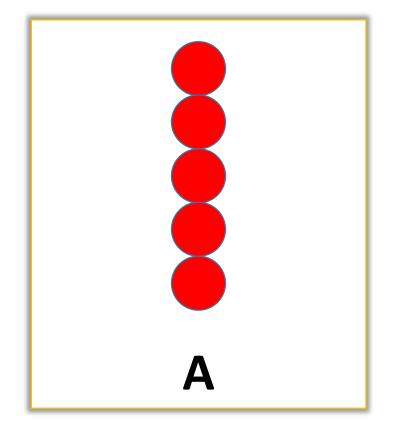
```
canvas.create_oval(50, 50, 100, 100, fill="#FF0000")
canvas.create_oval(100, 100, 200, 200, fill="#00FF00")
canvas.create_oval(200, 200, 400, 400, fill="#0000FF")
```

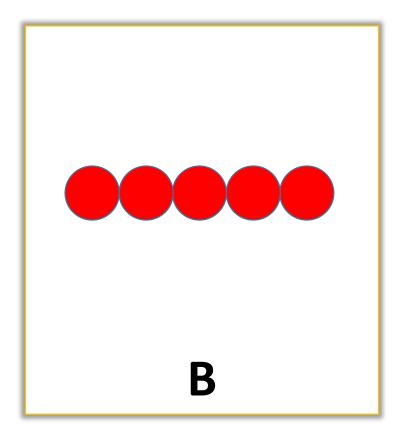


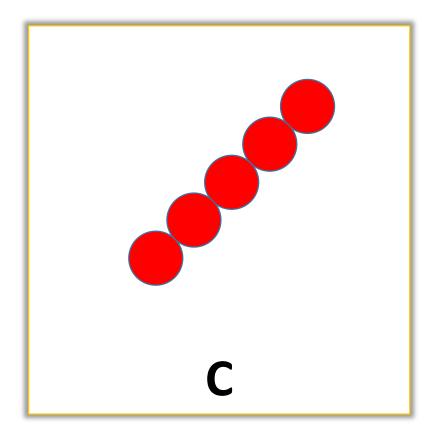




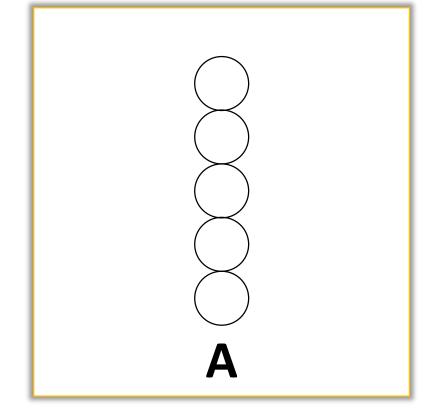
```
for index in range(0,5):
    canvas.create_oval(index * 50, 50, 50 + (index * 50), 100, fill="#FF0000")
```

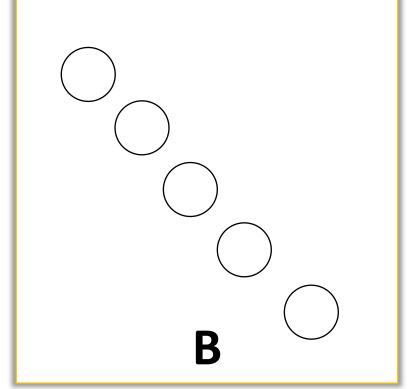


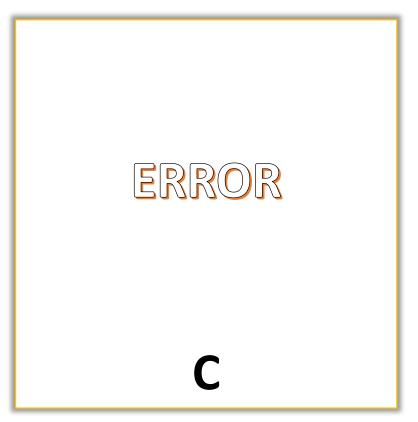




```
for index in range(0,5):
    canvas.create_oval(index * 50, index * 50, 50 + (index * 50), 50 + (index * 50))
```



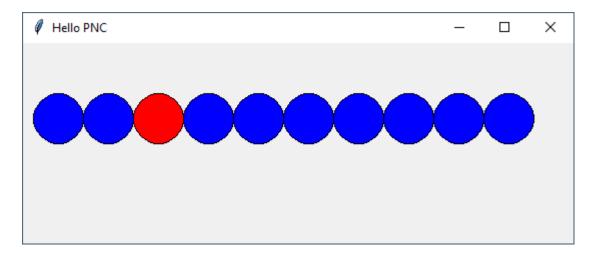






#### The line

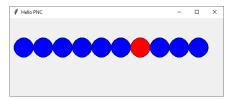
Using only 1 loop, 1 if and 1 random number draw the following:

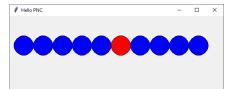


• The red circle should have different position everytime you run the code.







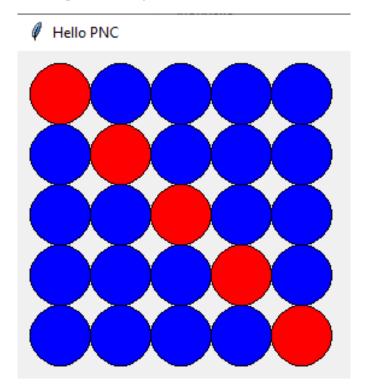


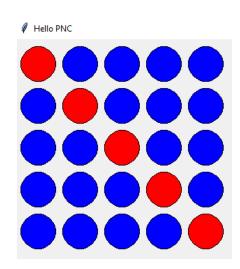




## The grid

Using only 2 loops and 1 if/else, draw the following :





**Bonus**: Can you add margins between the circles ?



# The colorful grid with different square size

- Using:
  - 2 loops
  - 1 if and 1 elif
  - an array of colors.
  - a random number

 Tips: Start by doing the border of the square

