

Turtles and Loops

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For each of the following problems, write small program that uses turtles to draw the figure.

DO NOT NAME YOUR HOMEWORK `turtle.py`
DOING SO WILL RESULT IN A ZERO.

1 Turtle Olympics

Write a program or function which uses a turtle or turtles to draw the Olympic ring logo. Extra credit if you can get the rings to overlap and cross over and under correctly.

2 Turtle Clock

Draw the face of analog clock using a turtle. It should resemble the following picture, but you can be creative! Remember the `stamp()` function a turtle can use, as well as `penup()`.

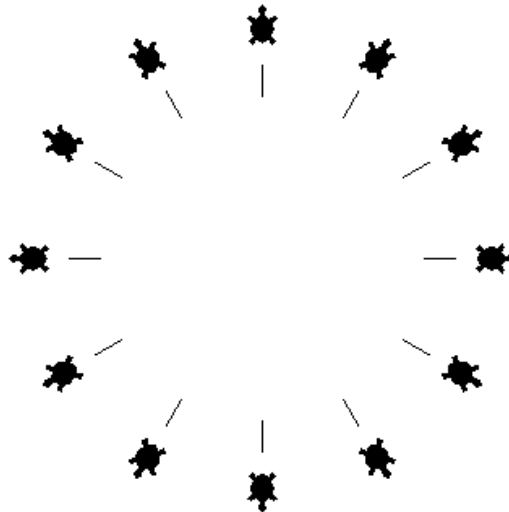


Figure 1: A clock of turtles.

3 Initials

Write a program or function that draws your initials.

4 Draw Shape

Write a program that asks a user to input the number of sides they would like, which we'll call n . Your turtle should then draw an n -sided regular polygon, i.e. a shape with n sides that all are the same size and all the angles are the same angle. In other words, if n is 3, then your turtle will draw an equilateral triangle. If n is 4, your turtle should draw a square. If n is 5, you have a pentagon with all sides the same. And so on. Please refrain from using the built-in `circle` function turtles come with.

My hints are as follow

- You should have a for loop that runs n times.
- All the angles in the shape will add up to 360 degrees.
- Check out https://runestone.academy/runestone/books/published/fopp/Projects/drawing_a_circle.html#drawing-a-circle

5 Grading

Each problem is worth 25 points. The extra credit is worth 10 points!