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**#LoveUToo**

**Make a function named *star* that is to create a star. The function takes parameters:**

***t* = the turtle**

***s* = length of each side of the star**

***theta* = the inner angle of each point of the star**

**Make no assumption of the orientation and position of the pen. The pen should return to the exact location it started from.**

**You should make a nested loop.**

**The inner angle at each point of the star is always 36 degrees.**

**For example, with the call:**

**import turtle**

***t* = turtle.Turtle()**

***x* = turtle.Screen()**

**star(t, 100, 36)**

