Hello,

This codes snippet is found in draw2d.py –

def draw\_arc(canvas, x0, y0, x1, y1, \*, start=0, extent=90, width=1, outline="black", fill=""):

"""Draw a wedge shaped slice taken from an oval (ellipse) defined

by the bounding box coordinates (x0, y0), (x1, y1).

A grid has two axis – where X is your horizontal axis, and Y is your vertical axis. So X, Y is a single point in that axis system.

The bounding box that's being described with certain shapes, in this case, are two points on your monitor within applications box, that is defined as "canvas". Think of your monitor as being one big screen grid. Where the lower left corner is defined as 0,0 where that is (x0=0,y0 =0). In this case, we start with a scene width and a scene height. So that will be the size of the box that we are going to build our scene inside of. The upper right corner bounding box is defined by X1, X2.

So the bounding box would be the outer edges of any such box.

Take a look at the program that I'm sending. It uses the draw2d.py library, just have that in the same directory as your program.

I'm drawing three shapes, with three colors, those three shapes are inside the canvas.

Let me know if this helps,

Brother Reid

Graphical user interface, application, Word

Description automatically generated