*Your submission for this tutorial **must include your full name** and you nine-digit **student number as a comment** at the top of **every source file you submit**. All source code files must be written using the **Python 3 programming language** and must run on the course's **official virtual machine**.*

Exercise A: "The Swan"

For this exercise you will use functions from the pygame.draw module to reproduce the image of Hilma af Klint's "Svanen" (i.e., "The Swan"), depicted right.
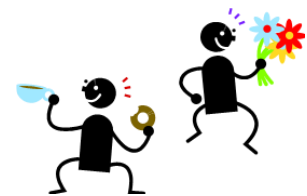
In order to complete this task, you will need to:

- use your virtual machine's web browser to locate the image online[1]
- use Pinta's "Color Picker" tool to determine the exact colours needed
- read about pygame's "arc" function in the documentation online[2]

Your submission for this exercise:

- must be a source code file with filename[3] 'comp1405_f21_#########_tutorial_01_a.py'
- must create a window of dimensions at least 300 × 300
- must use the the "circle" and "arc" functions from pygame.draw
- must be drawn using the exact same six (6) colours that were used in the source image

Exercise B: "Style 1305"

For this exercise you will use functions from the pygame.draw module to create a figure in a style that was known (by Microsoft) as "Style 1305". Samples of this style are depicted to the right, but your design must be unique.

In order to complete this task, you will need to:

- plan out a figure that includes at least one "prop" item
- read about pygame's "polygon" function in the documentation online

Your submission for this exercise:

- must be a source code file with filename 'comp1405_f21_#########_tutorial_01_b.py'
- must create a window of dimensions at least 300 × 300
- must use the "circle" and "polygon" functions to create a distinct head and body
- must use the "arc" function to create the arms, legs, and mouth

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[1] At the time of creating this document, this image could be found at the bottom of https://en.wikipedia.org/wiki/Abstract_art
[2] At the time of creating this document, this information could be found at https://www.pygame.org/docs/ref/draw.html
[3] You must replace the number signs in the filename with your official nine-digit student identification number.