

Name of the Project: Create different shapes using turtle module.

1. Rectangle

Step 1: Move the artist to 50 over, 50 down

Step 2: Set brush color to red

Step 3: Use the move forward and turn right or left code (hint turn by 90 degree)

2. Pentagon

Step 1: Move the artist to 50 over, 200 down

Step 2: Set brush color to blue

Step 3: Use the move forward and turn right or left code (hint turn by 72 degree)



3. Hexagon

Step 1: Move the artist to 50 over, 200 down

Step 2: Set brush color to purple

Step 3: Use the move forward and turn right or left code (hint turn by 60 degree)



4. Parallelogram

Step 1: Move the artist to 200 over, 300 down

Step 2: Set brush color to green

Step 3: Use the move forward and turn right or left code (hint turn by 60 degree and 120 degree alternatively)



5. Triangle

Step 1: Move the artist to 100 over, 300 down

Step 2: Set brush color to pink

Step 3: Use the move forward and turn right or left code (hint turn by 120 degree)



Hints: Refer the class code to complete the project.

1. Import the turtle module.

2. Create background

3. Use the below codes to create shape

`turtle.forward(100)` - move turtle forward by 100 pixels.

`turtle.backward(100)` - move turtle by 100 pixels.

`turtle.left(90)` - turn turtle by anti-clockwise direction

`turtle.right(90)` - turn turtle by clockwise direction.

`turtle.goto(x,y)` - move the turtle to specific location x-axis and y-axis.