# Description of the program

## Control flow:

When you run the code, it shows a GUI of the cube in an expanded view (5 faces of the cube), and short cut keys which explains how to play with cube. Clockwise and anticlockwise keys are described to solve the cube.

## Code description

Programmed in python language using its built-in libraries. We use turtle library to show GUI and some other libraries such as random for creating randomness while moving the box (colors) of the cube. The flow of code described below.

* Drawsquare() use to draw the squares.
* Drawside() use to draw the side using different random colors.
* Finally draw the cube using drawcube().
  + Here in drawcube(), we assign the colors to different random variables to fill in the square like dlF for green color, dlr for red and so on, these all are defined in def reset.
* Based on if else conditions the color of square are changed.
* Shift+anyKey represents the anticlockwise and anykey shows the clockwise colors.
* Use the threads for the timer.
* Some methods are defined for printing the pressed keys on the screen.

NOTE: To the assessor, this code is developed to depict the understanding of the concepts and in depth use of a programming language.

In a professional setting, it can be enhanced according to the industrial standards with reduced duplication, robustness, and maintainability.