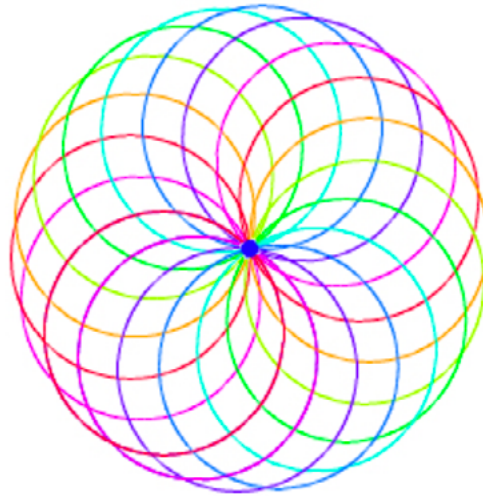


DRAW SHAPES

LANGUAGE: Scratch

TOPICS: Loops, Variables and User Input



OVERVIEW

In this project, you will create a program that will draw a shape based on user input.

CONTEXT

To complete this project, you will have to combine your knowledge of geometry with computer science by looking for patterns in your code and in your math. You will learn about how to calculate the **interior angles** of **regular polygons**!

INSTRUCTIONS

As a class, you learned how to build a program that would draw squares and triangles. Extend what you learned to build a program that will draw any shape on command.

REQUIREMENTS

Your project should:

- Take user input for the number of sides of the shape.
- Draw a shape with that many sides.
- Give the user an error if their input would cause your program to malfunction.

EXTENSIONS

If you finish early, try one of these challenges to expand your project.

- Take user input to change the size of your shape
- Take user input to change the color of your shape
- Change the background color of your animation
- Fill in the shape once it is complete
- Draw more than one shape on the same background.
- Any other ideas you might have!