Python Project 3: Circle of Shapes

1. Go to CodeHS Sandbox.
2. Call your program **Python Project 3** and click *Create Program.*
3. Click ***Python(turtle)*** *** Important!
4. Delete Sample Code that CodeHS gives you.

5. Type `speed(0)` for quicker drawing

6. Type `bgcolor("SteelBlue")` to make your background. Visit https://tinyurl.com/yczfxlqy for background color choices if you do not like SteelBlue.

Type and then copy and paste the following code **FIVE** times (not the notes in purple).
Careful with indentations!!!!

```
setposition(0,0)                    coordinate of each circle
color("lightcoral")                 changes color
def make_square():                  names shape (use make_triangle, make_hexagon, make_pentagon,
                                    make_octagon for the other four shapes)
    forward(30)
    pendown()
    for i in range(4):              # of sides of little shape (i.e. triangle would be 3)
        forward(5)
        right(90)                   360 divided by # of sides (square is 360/4 = 90)
    penup()
    backward(30)
penup()
for i in range (18):
    make_square()                   this name should match the name from above
    left(20)
penup()
```

Your goal is to create the sample image (on next page) by <mark>only changing the code highlighted in green</mark> above. which contains:

1. **Five** circles of shapes (one of squares, one of triangles, one of pentagons, one of hexagons, and one of octagons)
2. Each circle is a different color (use the color code in https://tinyurl.com/yczfxlqy here)
3. Each circle is at a different coordinate:

(0,0)	(-150,150)	(-150,-150)	(150,-150)	(150,150)

Sample project is on the next page!