Python – Creating a random shape
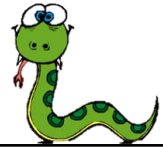
The program below defines a procedure called **shape()**, then runs it once:

```
import turtle

def shape():
    for i in range(4):
        turtle.forward(50)
        turtle.right(90)

shape()
```

How would this change if you wanted to create a 3 sided shape?

How would this change if you wanted to create a 5 sided shape?

What is the connection between the number of sides and the angle the turtle needs to turn through?

What else do you need to add in if this program is going to create a random shape of between 3 and 6 sides?

a) Create the program above and check it works (Task31a)
b) Edit it so that it creates a random shape of between 3 and 6 sides (Task31b)
c) Edit it so that it now has a random fill and/or line colour – reuse a function from a previous lesson (Task31c)