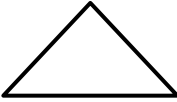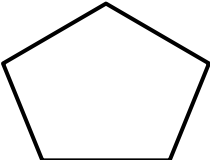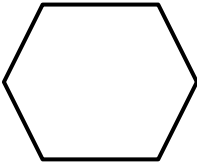# ICT PRACTICAL WORKSHEET - Std X

4.1

Name of Chapter	Unit 4 - Python Graphics
Name of Activity	Creating geometric shapes - square, Triangle, Pentagon, Hexagon etc.
Software used	IDLE (Using Python 3.4)
Time	40 Minutes

Order of events

Open Software	Open Python in the order Application→Programming→IDLE (Using Python 3.4) Click on File→New to open python programme editor
Add commands for graphic shapes to work	Type the following command in Python programme editor window *from turtle import**
Creating a square 	Type the commands to repeat drawing a line and turning it to right four times. Add command to create a line of 100 units, add command to turn to right by 90 degrees. **for i in range(4)** **forward (100)** **right(90)**
Save and Run	Save the programme (File→Save) with a name(Say: square.py) in your folder. To run the programme Click Run→Run Module or press F5
Creating a Triangle 	Type the commands **from turtle import*** **for i in range(3)** **forward(100)** **right(120)** Save (Triangle.py) and Run the module as mentioned above.
Creating a Pentagon 	Type the commands in Python programme editor window **from turtle import*** **for i in range(5):** **forward(100)** **right(72)** Save (Pentagon.py) and Run the module as mentioned above.
Creating a Hexagon 	Type the commands **from turtle import*** **for i in range(6):** **fd(100)** **rt(60)** Save (Hexagon.py) and Run the module as mentioned above.

The commands **forward()** and **right()** can be used in short as **fd()** and **rt()** respectively

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