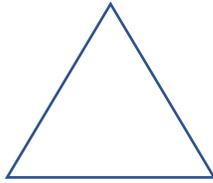
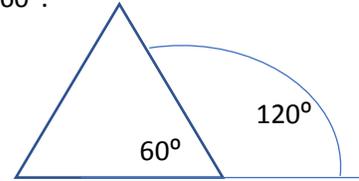


1. What does the range() function returns?
2. What happens when you call the range() function with 2 arguments?
3. How about with 3 arguments?
4. Draw a triangle.

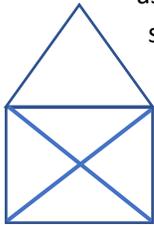


- the equilateral triangle has all angles equal to 60° .
- the turtle must rotate $180 - 60 = 120^\circ$

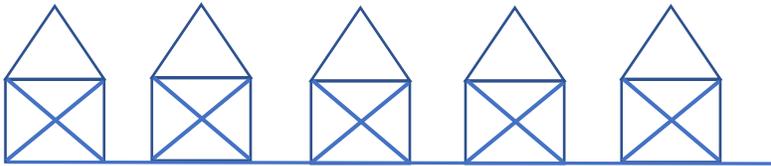


5. Draw the house.

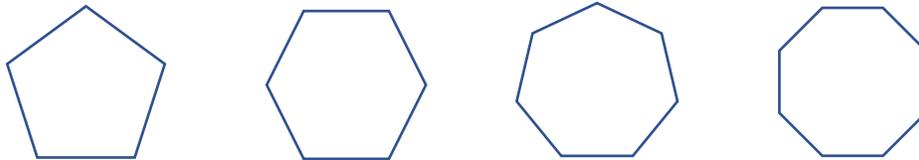
- as Pythagoras said, the length of the diagonal, in the house, is equal to $\sqrt{2}$ times the side. (consider that the base of the house is a square).
- we spoke about the square root during the lesson.



6. Draw the village.

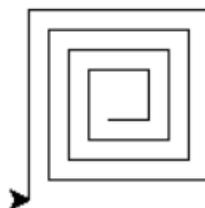


7. Draw a pentagon, hexagon, heptagon and an octagon.



- the interior angle of a regular polygon of n -sides is equal to $180 \times (1 - 2/n)$ degrees, where $n = nr$ of sides.
- but you will want an external angle (see ex. 3).

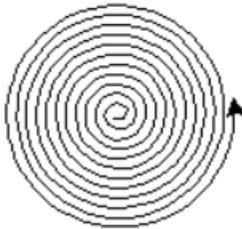
8. Draw an n -side regular polygon, with n provided by the user as input.
9. The turtle can only draw straight lines. Is it possible to draw a circle using only straight lines?
- if you don't know now, skip to another exercise, and come back to this one later
10. Draw a right triangle.
11. Draw the following pattern:



12. Draw the following pattern:



13. Draw a spiral:



14. Draw a picture. For example, it can be a forest, a city skyline, a sky full of stars, a smiley face, stairs of a ziggurat temple, etc. You can also use some of the random functions learned in class.

15. We drew 3 squares, each turned by 20 degrees. Try to draw 18 squares.

16. Write a program that will retrieve 2 numbers and one of the following signs as a string (+, -, *, /), from the user. The program should carry out the calculation based on the sign, and return the result.

Example of output:

```
First number: 123
Second number: 456
Operation: +
123 + 456 = 579
```

17. Write a program that will ask the user for 5 numbers, and will return the smallest number.