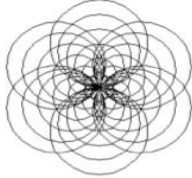
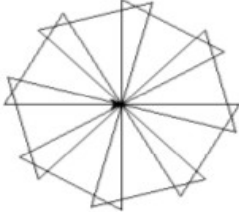
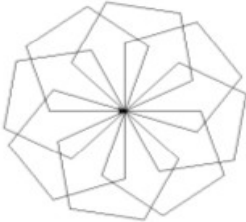

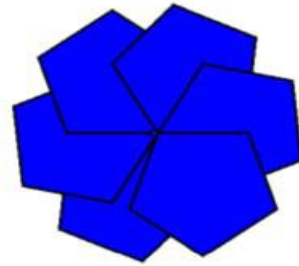


Name of Chapter	Unit 4 - Python Graphics	
Name of Activity		Drawing patterns(follow up activities on page 56 of textbook)
Software used		IDLE (Using Python 3.4)
Time		40 Minutes
Order of events		
Open Software	Open Python in the order Application→Programming→IDLE (Using Python 3.4) Click on File→New to open python program editor	
Pattern using circles	<pre> from turtle import* for i in range(6): right(60) for j in range(20,61,10): circle(j) </pre>  <p>Save and Run Module to observe the product</p>	
Pttern using Triangles	<pre> from turtle import* for i in range(8): right(45) for j in range(3): forward(100) right(120) </pre>  <p>Save and Run Module to observe the product</p>	
Pattern using pentagons	<pre> from turtle import* pensize(3) color("blue") for i in range(8): right(45) for j in range(5): Forward(100) right(72) </pre>  <p>Save and Run Module to observe the product</p>	
Pattern using Hexagons	<pre> from turtle import* pensize(3) for i in range(8): right(45) for j in range(6): forward(100) Right(60) </pre>  <p>Save and Run Module to observe the product</p>	

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Pattern using using colours

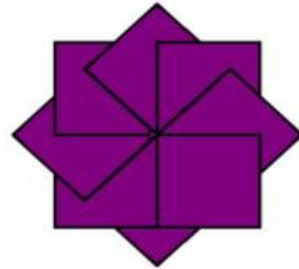
```
from turtle import*  
pensize(3)  
color("black","blue")  
for i in range(8):  
    right(45)  
    begin_fill()  
    for j in range(5):  
        forward(100)  
        right(72)  
    end_fill()
```



Save and Run Module to observe the product

Pattern using Hexagons

```
from turtle import*  
pensize(3)  
color("black","violet")  
for i in range(8):  
    right(45)  
    begin_fill()  
    for j in range(4):  
        forward(100)  
        right(90)  
    end_fill()
```



Save and Run Module to observe the product

Note: Keep the Alignment of each line as shown in the code

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