Python

Blaheta

Lab 5

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The following tasks all relate to drawing graphics.

- Follow the instructions in §1.10 to use the turtle library to draw a 5-pointed star, except use a for loop to do so. (Add an input() to the end of your program to avoid closing the window too fast.)
- Add turtle code to draw a circle, or at least an approximate circle, around the star.
- In a separate file, follow the instructions in §2.3 to plot a list of numbers, except plot numbers that are the *square* of the index (which will plot as a parabola).
- Add to the same graphic another plot, this time of the negative cube of the index. Both plots should display in the same graphic window.
- The pylab interface to matplotlib is discouraged. Find one of the other ways to do it, and convert your code to use that way instead.