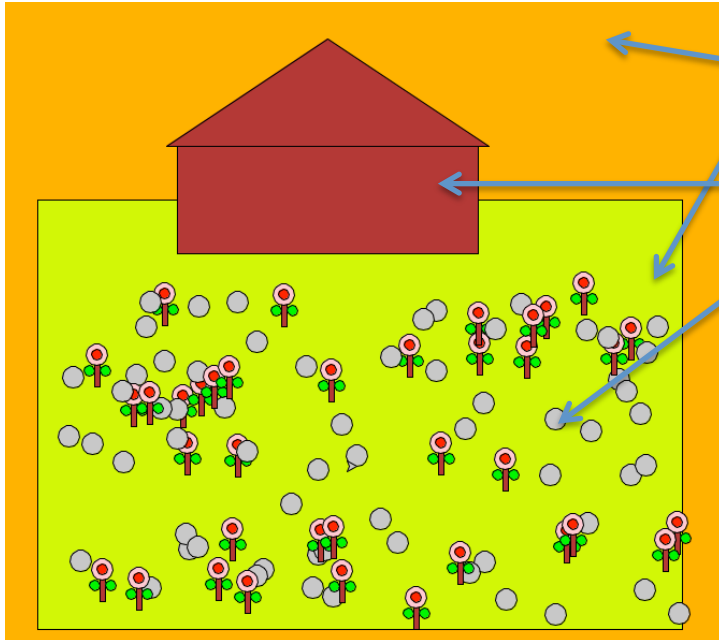


Garden Design



```
# set the whole screen colour
bgcolor("orange")
# draw the lawn
draw_rectangle(-300,-200,600,400,"#CCFF11")
# draw the shed
shed(-30,350,300,200)

# this makes it do 10 flowers
for i in range(10):
    # choose a random place to put it
    pos_x = random.randint(-300,300)
    pos_y = random.randint(-200,100)
    # choose what type it should be
    flower_type = random.randint(1,3)
    # chose a different function for each type
    if flower_type == 1:
        flower(pos_x,pos_y)
    elif flower_type == 2:
        flower2(pos_x,pos_y)
    elif flower_type == 3:
        flower3(pos_x,pos_y)
```

Tasks:

Only one of the flowers looks like a flower, the other two types are just a grey blob. **Adapt the flower2 and flower3 functions so that they draw nice looking flowers.**

Make a new function to draw a tree. Add some trees to the garden.

The shed has a wooden roof, which won't keep the rain out. **Change the colour of the shed roof so that it looks like a felt roof (a light grey colour)**

The shed is not very useful, as it doesn't have door or a window. **Change the shed function to include a door and a window.**

Change the program so that instead of always doing 10 flowers, it lets you chose how many you want.

Add a pond to the garden. Make it an interesting shape made up of several circles, with an island in the middle.

Change the part which randomly positions the flowers so that it **doesn't put flowers in the pond.**