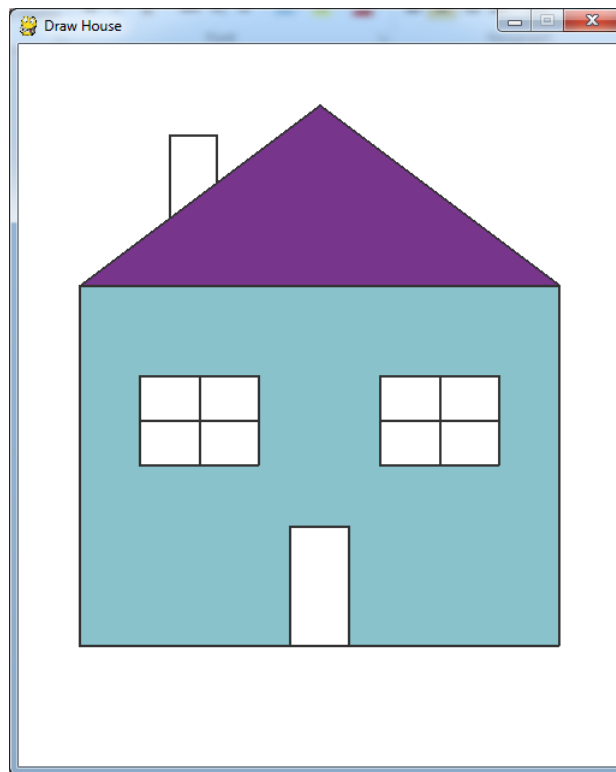


Computer Programming Pygame #1 – Draw House

Objective: Use the pygame drawing tools to draw a house.

1. In your *Computer Programming* folder, create a folder titled *first_last_pygame_1*. Start IDLE. Open your *template.py* file and save it in your *first_last_pygame_1* folder as *draw_house.py*.
2. Edit the *draw_house.py* file
 - a) Change *CHANGE ME* to *First Last – Draw House*
 - b) Change the value of *SCREEN_WIDTH* to 500 and the value of *SCREEN_HEIGHT* to 600.
 - c) In the *while running* loop, draw a house on the screen. The house has the following requirements:
 - ❖ Your house must have a door.
 - ❖ Your house must have 2 sash windows.
 - ❖ Your house must have a slanting roof.
 - ❖ Your house must have a chimney.
 - ❖ Your house must be centered in the canvas.
 - ❖ You may choose your own colors.
 - d) Here is a sample:



2. Zip your *first_last_pygame_1* folder. Turn in your *first_last_pygame_1.zip* file.