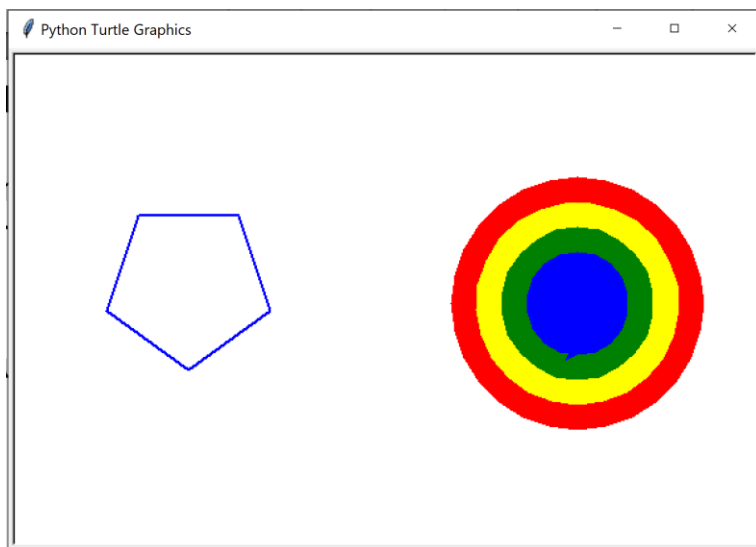


**CSCI 1470.3**  
**Fall 2025**  
**Homework #3 Turtle Graphics**

[1] This assignment introduces using Python's modules for more realistic assignments. It uses the built-in turtle library to draw simple graphics.

Write a Python program using turtle to show a 600 \* 400 screen. In the left half, a pentagon should be drawn. In the right half, four concentric circles with fill colors of red, yellow, green and blue respectively, are drawn.

Your turtle screen should look like this:



It is ok if the locations and sizes are off by a bit.

You may use the following turtle functions: `goto()`, `penup()`, `pendown()`, `begin_fill()`, `color()`, `circle()`, and `end_fill()`. Your screen should stay until it is clicked on.

We have not covered iteration statements, and you don't need to use them. However, you may use them if you want to.

Upload the file `h3.py`. You probably will need to save `h3.py` as `h3.py.txt` to upload it to Canvas.