Hand your completed quiz in before the due date. Do not forget to write down your **name and student ID number**. Marks will be awarded for this quiz based on the clarity of your answers. The marker will pay close attention to the logic of your answers. **Please show all your working.**

Q.1 Write a code that draws a circle. This code should expect the same arguments as the **square** and **hexagon** functions. (Hint: the loop iterates 360 times.

Q.2 (optional) The **Turtle** class includes a method named **circle**. Import the **Turtle** class, run `help(Turtle.circle)`, and study the documentation. Then use this method to draw a filled circle and a half moon.

Q.3 Modify the c-curve program in the lecture so that it draws the line segments using random colors.

Q.4 Inverting an image makes it look like a photographic negative. Define and test a function named **invert**. This function expects an image as an argument and resets each RGB component to 255 minus that component.