Drawing Shapes

```python
# using subroutines to draw shapes

# this is the magic library which allows us
# to easily draw on the screen
from turtle import *

# this subroutine draws a rectangle of size 100 X 150
def myRect(w,h,c):
    color(c)
    begin_fill()
    forward(w)
    left(90)
    forward(h)
    left(90)
    forward(w)
    left(90)
    forward(h)
    left(90)
    end_fill()

# draw a circle radius r, colour c
def myCircle(r,c):
    color(c)
    begin_fill()
    circle(r)
    end_fill()
```

Tips:

You can hide the little triangle shape with:

hideturtle()

You can make it draw at max speed with:

speed(0)

Try to draw a face. You can use the examples here to get you started.

You should have:
- The face
- Some eyes
- A nose
- A mouth
- Hair or a hat?
- Ears?
- Glasses?

```python
# a big pink circle
up()
goto(0, -300)
down()
myCircle(300,"pink")

# a purple square
up()
goto(-200,-200)
down()
myRect(400,400,"purple")
```

Extension:

Make a subroutine that draws a triangle and use it to give your face a pirate hat. The interior angle of a triangle is 120.