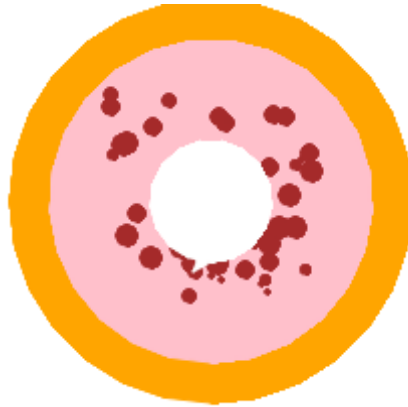


CHALLENGE 2: DRAW A DONUT

SUGGESTED TIME: 15 MINUTES

A student is writing a program to draw a donut with pink frosting and chocolate sprinkles. The program uses turtle graphics to generate a picture like the one below:



Example output from the working code

Using the file Q01.py below:

Amend the code to add or complete lines to

- import another module needed by the code on original line 7
`import`
- create an constant called SPRINKLE_COUNT and set it to the integer value fifty on original line 18
`SPRINKLE_COUNT =`
- draw a circle with a radius of 80 at x = 0, y = 20 on original line 49
`draw_circle(, , FROSTING_COLOUR,)`
- make the next block of code repeat SPRINKLE_COUNT times on original line 52
`for i in (SPRINKLE_COUNT):`
- draw one circle over the top of the donut to be the hole in the middle on original line 59
`(0, 70, BACKGROUND_COLOUR, 30)`

Do **not** add any additional functionality

Save your code in the COMPLETED CODING folder as Q01FINISHED.py

A self marking online version of this challenge can be found here:

<https://blog.withcode.uk/2020/03/q1-python-exam-practice-questions-for-edexcel-gcse-computer-science>