Learning objectives:
- Use Python graphics.
- Use the author-supplied graphics package.

Name your solutions lab6_1.py, lab6_2.py, etc

   Download the program Discussion3.py from the text. Do Programming Exercise 1 from Chapter 4. Make sure that the center of the square is at the point where the user clicks.

2. Building a rectangle from its corners.
   Do Programming Exercise 9 from Chapter 4. Display the numerical output in the graphics window – don't use print.

3. Drawing a circle from its center and radius.
   Write a program to draw a circle (first by hand and then on the computer). Have the instructor look over your solution before you start typing. Make the window size 400 by 400. The first mouse click determines the center of the circle. The second mouse click determines a point on its circumference. Use the Euclidean distance formula to determine the length of the radius:
   \[ d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2} \]
   Ask the user to click to end the program, and be sure to close the window at the end.

   Demonstrate for instructor.

4. Temperature conversion using graphics.
   Write a program to ask the user to input a temperature in Fahrenheit then display this temperature in Celsius. All input/output should be in a graphics window.

Upload the files to the OAKS Dropbox.

Delete any files that you have put on the desktop. Empty the trash. Log off the computer.