Computer Science 220
Program 3

Learning objectives:
- Develop a Python program that uses the graphics package.
- Learn how to create and use objects.
- Practice looping with graphic objects.

Assignment:
You are to design a spring greeting card. Write a program, `shootingStars.py` that uses the graphics package to create a house with at least the following features:

1. Blue sky
2. Green grass
3. White house
4. Red door
5. Two windows (use clone feature to create second window)
6. Brown roof

Additionally, create code to make “shooting stars.” After the meteor shower, which should include a minimum of five stars, your code should print a pleasant greeting and instructions on how to terminate the program.

FYI A friendly in-class competition will be held to determine the best greeting card.

Submission:
Submit `shootingStars.py` to your class account.