

CS 50 – Spring 2026

Lecture 04

1. Define a function `square` that takes one parameter `len` (an int), draws a square where each side is length `len`, and then returns the area of the square it drew. The turtle should finish pointing in the same direction as it started.
2. Write a program that asks the user to enter an integer and to enter a color and then (using your `square` function) draws a square of that size *centered* in the middle of the screen.

3. Re-write your `square` function using a for loop so it doesn't repeat the same lines of code.

4. Define a function `draw_squares` that takes one parameter `num` (an int) and draws a set of `num` nested squares. The squares should have sides of length `{50, 100, ... num*50}`.

Then write a program that asks the user for an integer and draws that number of nested squares.