

```
1 from turtle import*
2 speed(50)
3 def dessiner_polygone(x,y,lo,la,couleur,nature):
4     penup()
5     goto(x,y)
6     pendown()
7     fillcolor(couleur)
8     begin_fill()
9     if nature=="triangle":
10         for i in range(3):
11             forward(lo)
12             left(120)
13     elif nature=="rectangle" or nature=="carre":
14         for i in range(2):
15             forward(lo)
16             left(90)
17             forward(la)
18             left(90)
19     end_fill()
20 dessiner_polygone(-300,-100,200,200,"blue","carre")
21 dessiner_polygone(-320,100,240,240,"red","triangle")
22 dessiner_polygone(-280,0,50,50,"white","carre")
23 dessiner_polygone(-170,0,50,50,"white","carre")
24 dessiner_polygone(-230,-100,60,100,"yellow","rectangle")
25 #maison2
26 dessiner_polygone(0,-100,200,200,"blue","carre")
27 dessiner_polygone(-20,100,240,240,"red","triangle")
28 dessiner_polygone(20,0,50,50,"white","carre")
29 dessiner_polygone(130,0,50,50,"white","carre")
30 dessiner_polygone(70,-100,60,100,"yellow","rectangle")
31 #la route
32 dessiner_polygone(-400,-220,600,100,"gray","rectangle")
33 dessiner_polygone(-400,-180,600,20,"white","rectangle")
```

