**Цртање у програмском језику Пајтон**

**Цртање троугла, испрекидане линије, правоугаоника и круга**



Повежите одговарајућу наредбу PyGame библиотеке која исцртава облик приказан са десне стране.

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| --- | --- | --- |
| pygame.draw.line(prozor, Crna, (20,280),(150,40), 10)  pygame.draw.line(prozor, Crna, (150,40),(280,280), 10)  pygame.draw.line(prozor, Crna, (280,280),(20,280), 10)  pygame.draw.line(prozor, Crna, (20,280),(150,40), 3)  pygame.draw.line(prozor, Crna, (150,40),(280,280), 3)  pygame.draw.line(prozor, Crna, (280,280),(20,280), 3)  pygame.draw.line(prozor, Crna, (20,280),(200,40), 10)  pygame.draw.line(prozor, Crna, (200,40),(280,280), 10)  pygame.draw.line(prozor, Crna, (280,280),(20,280), 10) | ⭘    ⭘    ⭘ | A screenshot of a computer  Description automatically generated |
| pygame.draw.line(prozor, Crna, (0,300),(300,0), 3)  pygame.draw.line(prozor, Crna, (0,0),(300,300), 5)  pygame.draw.line(prozor, Crna, (150,20),(150,300), 3) | ⭘  ⭘  ⭘ | A screenshot of a computer  Description automatically generated |
| pygame.draw.rect(prozor, Coral, (100,100,150,100), 0)  pygame.draw.rect(prozor, Coral, (100,100,150,100), 10)  pygame.draw.rect(prozor, Coral, (50,180,150,100), 0) | ⭘  ⭘  ⭘ | A screenshot of a computer  Description automatically generated |
| pygame.draw.circle(prozor, Coral, (100,100),100, 0)  pygame.draw.circle(prozor, Coral, (150,150),100, 5)  pygame.draw.circle(prozor, Coral, (150,150),100, 0) | ⭘  ⭘  ⭘ | A screenshot of a computer  Description automatically generated |