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import turtle
wn=turtle.Screen()
wn.setup(800,800)
wn.bgcolor('red')
wn.tracer(5)
class Polygons(turtle.Turtle):
    def __init__(self):
        super().__init__()
        self.hideturtle()
    def draw_circle(self,R,color):
        self.down()
        self.shape('circle')
        self.color(color)
        self.begin_fill()
        self.circle(R)
        self.end_fill()
        self.hideturtle()
    def draw_rectangle(self,X,Y,width,length,color):
        self.shape('turtle')
        self.up()
        self.goto(X,Y)
        self.down()
        self.color(color)
        for i in range(2):
            self.fd(width)
            self.left(90)
            self.fd(length)
            self.left(90)
        self.hideturtle()
    def draw_triangle(self,X,Y,side,color):
        self.shape('turtle')
        self.up()
        self.goto(X,Y)
        self.down()
        self.color(color)
        self.begin_fill()
        for i in range(3):
            self.fd(side)
            self.left(120)
        self.end_fill()
        self.hideturtle()
    def draw_pentagon(self,X,Y,side,color):
        self.shape('turtle')
        self.up()
        self.goto(X,Y)
        self.down()
        self.color(color)
        self.begin_fill()
        for i in range(5):
            self.fd(side)
            self.left(72)
        self.end_fill()
        self.hideturtle()
tcircle=Polygons()
tcircle.draw_circle(40,'black')
trectangle=Polygons()
trectangle.draw_rectangle(200,200,60,40,'blue')
trectangle.draw_rectangle(-200,-200,70,70,'blue')
ttriangle=Polygons()
trectangle.draw_triangle(-200,200,60,'gold')

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rectangle.draw_pentagon(200,-200,60,'green')
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