

Assignment 8

1. 50 points

Use turtle graphics to draw the path that you will take out of a maze.

This problem is exactly the same as the maze problem from hw6, except instead of printing out a sequence of moves, you will draw the moves on a screen.

```
first import turtle and time;
use turtle commands such as turtle.forward to draw the path.
after drawing each step in the maze, pause for 1 second using time.sleep(1).
```