**Draw a drone – Part 1**

Draw a drone using the shapes that have been taught to you in the class. Figure 1 demonstrates the sample object. To complete Part 1 your sketch should meet the following criteria:

* Draw a drone similar to, but not the same as, the one shown here*.*
* Use a canvas size of 500 by 500.
* Your drone must have at least:
* Some rectangles, ellipses, lines and triangles.
* Make use of at least two additional colors other than black and white.
* The drone should have the following features:
* A main drone body part
* Four propellers
* Propeller mounts connected to the drone body
* Four circular (or semi-circular) propeller guards.
* Use final named constants to set the size and position of the shapes that make up the drone.
* Use the primitive data types int and float
* At all times, your drone should be at the center of the canvas, and it should fill the entire canvas.
* Note: This is a static Processing program (no setup or draw functions).

