Question One. 25 points. Write a Python program that asks the user to enter any non-negative integer. The program should then print the number, preceded by five zeros, using the `zfill` function. For example, if the user enters 4444, the program should print 00004444.

Hint: https://docs.python.org/3/library/stdtypes.html#string-methods

Note: If you solve the problem without using the `zfill` function, you can still earn 15 points.

---

Question Two. 25 points. Complete the function below that might be used for a game of three-card poker. The function should return “three of a kind” if all three cards have the same value. The function should return “two of a kind” if exactly two of the three cards have the same value. The function should return “nothing” if all three cards are unique.

For example, `evaluate("ace", "ace", "ace")` should return “three of a kind”. As a second example, `evaluate("queen", "eight", "queen")` should return “two of a kind”. As a third example, `evaluate("seven", "jack", "four")` should return “nothing”.

Note: For 5 of these 25 points, make your solution as simple and as short as possible.

```python
def evaluate(card_1, card_2, card_3):
```
Question Three. 25 points. If the function below is called as `strange_print("xanadu")` it should produce the following output:

```
xanadu
anadu
nadu
adu
du
u
u
du
adu
nadu
anadu
xanadu
```

Provide the missing body of the `strange_print` function such that it solves the problem using recursion. (Note: if you can’t solve the problem using recursion, but you can solve it non-recursively, you can still earn 15 of the points.)

```
def strange_print(word):
```

Question Four. 25 points. Complete the Python Turtle Graphics program below such that it draws two horizontal lines across the entire drawing area. The first line should be 1/3 of the way down and the second line should be 2/3 of the way down.

```
import turtle

line = turtle.Turtle()
line.hideturtle()
window = turtle.Screen()

width = window.window_width()  # the width of the window
height = window.window_height()  # the height of the window
```