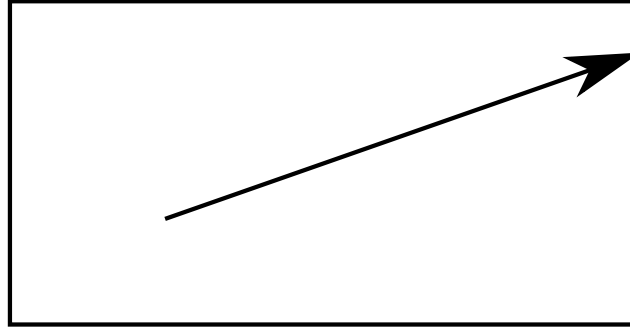


# Challenges 2

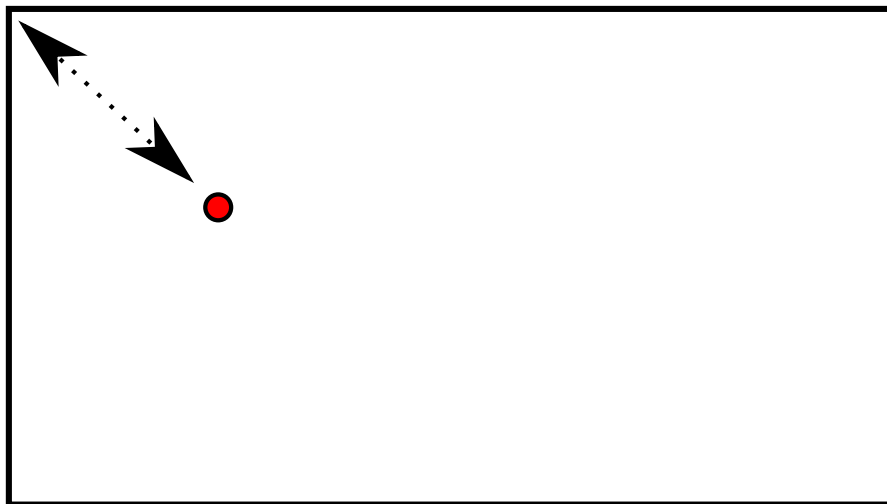
while onscreen



create a function `fd_onscreen()` that will move the penguin forward until it is no longer on the screen, then stop.

hint: `onscreen()` returns True or False  
hint: `distance(x, y)` returns the distance to the point (x, y)

closest



create a function `closest()` that will return the coordinates of the corner closest to the penguin.