**LCCS Notes**

* \* instructs Python to import full programme library
  + This is used for the turtle programme but not the random as random is too big a library
* = is the assignment variable (do not call this equals)
  + == is equals
* When we print a variable we do not put in quotation marks.
  + Its part of syntax of python
* A variable name cannot be Python keyword (eg. “Import” “def”, etc, as these are already assigned
* Variable names must contain only letters, digits, and the underscore character, \_.
  + We use CamelCase
* Variable names cannot have a digit for the first character.
* Spaces or dots are not allowed in a variable name
  + It is important to know how to identify allowable variable names
  + See workbook page 28
* We use the \ to introduce an escape sequence, in other words it tells python to do something different when it sees “
* \n creates a new line
* You can draw objects using the turtle import and typing forward/backwards(Distance you want it to move) or Left/Right(The angle you want it to turn)
* The input command will ask the user a question.