



5.2. Our First Turtle Program

Let's try a couple of lines of Python code to create a new turtle and start drawing a simple figure like a rectangle. We will refer to our first turtle using the variable name `alex`, but remember that you can choose any name you wish as long as you follow the naming rules from the previous chapter.

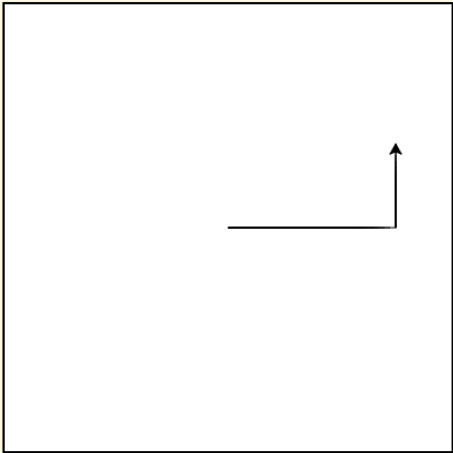
The program as shown will only draw the first two sides of the rectangle. After line 4 you will have a straight line going from the center of the drawing canvas towards the right. After line 6, you will have a canvas with a turtle and a half drawn rectangle. Press the run button to try it and see.

Save & Run

Original - 1 of 1

Audio Tour

```
1 import turtle           # allows us to use the turtles library
2 wn = turtle.Screen()    # creates a graphics window
3 alex = turtle.Turtle()   # create a turtle named alex
4 alex.forward(150)        # tell alex to move forward by 150 units
5 alex.left(90)            # turn by 90 degrees
6 alex.forward(75)         # complete the second side of a rectangle
7
```



Activity: 1 -- ActiveCode (ac3_2_1)

Here are a couple of things you'll need to understand about this program.

The first line tells Python to load a **module** named `turtle`. That module brings us two new types that we can use: the `Turtle` type, and the `Screen` type. The dot notation `turtle.Turtle` means “*The Turtle type that is defined within the turtle module*”. (Remember that Python is case sensitive, so the module name, `turtle`, with a lowercase `t`, is different from the type `Turtle` because of the uppercase `T`.)

We then create and open what the turtle module calls a screen (we would prefer to call it a window, or in the case of this web version of Python simply a canvas), which we assign to variable `wn`. Every window contains a **canvas**, which is the area inside the window on which we can draw.

In line 3 we create a turtle. The variable `alex` is made to refer to this turtle. These first three lines set us up so that we are ready to do some drawing.

In lines 4-6, we instruct the **object** `alex` to move and to turn. We do this by **invoking** or activating `alex`'s **methods** — these are the instructions that all turtles know how to respond to.

Complete the rectangle ...

Modify the program by adding the commands necessary to have `alex` complete the rectangle.

Check your understanding

turtle-2-1: Which direction does the Turtle face when it is created?

- ☐ A. North
- ☐ B. South
- ☒ C. East
- ☐ D. West

Check me

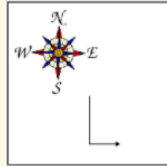
Compare me

✓ Yes, the turtle starts out facing east.

Activity: 2 -- Multiple Choice (question3_2_1)

Mixed up programs

turtle-2-2: The following program uses a turtle to draw a capital L as shown in the picture to the left of this text, but the lines are mixed up. The program should do all necessary set-up: import the turtle module, get the window to draw on, and create the turtle. Remember that the turtle starts off facing east when it is created. The turtle should turn to face south and draw a line that is 150 pixels long and then turn to face east and draw a line that is 75 pixels long. We have added a compass to the picture to indicate the directions north, south, west, and east.



Drag the blocks of statements from the left column to the right column and put them in the right order. Then click on *Check Me* to see if you are right. You will be told if any of the lines are in the wrong order.

Drag from here



Drop blocks here

```
import turtle
window = turtle.Screen()
ella = turtle.Turtle()

ella.right(90)
ella.forward(150)

ella.left(90)
ella.forward(75)
```

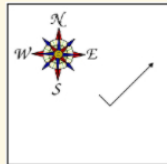
Check

Reset

Perfect! It took you only one try to solve this. Great job!

Activity: 3 -- Parsons (pp3_2_1)

turtle-2-3: The following program uses a turtle to draw a checkmark as shown to the left, but the lines are mixed up. The program should do all necessary set-up: import the turtle module, get the window to draw on, and create the turtle. The turtle should turn to face southeast, draw a line that is 75 pixels long, then turn to face northeast, and draw a line that is 150 pixels long. We have added a compass to the picture to indicate the directions north, south, west, and east. Northeast is between north and east. Southeast is between south and east.



Drag the blocks of statements from the left column to the right column and put them in the right order. Then click on *Check Me* to see if you are right. You will be told if any of the lines are in the wrong order.

Drag from here



Drop blocks here

```
import turtle
window = turtle.Screen()
maria = turtle.Turtle()

maria.right(45)
maria.forward(75)

maria.left(90)
maria.forward(150)
```

Check

Reset

Perfect! It took you only one try to solve this. Great job!

Activity: 4 -- Parsons (pp3_2_2)

turtle-2-4: The following program uses a turtle to draw a single line to the west as shown to the left, but the program lines are mixed up. The program should do all necessary set-up: import the turtle module, get the window to draw on, and create the turtle. The turtle should then turn to face west and draw a line that is 75 pixels long.



Drag the blocks of statements from the left column to the right column and put them in the right order. Then click on *Check Me* to see if you are right. You will be told if any of the lines are in the wrong order.

Drag from here



Drop blocks here

```
import turtle
window = turtle.Screen()
```



```
jamal = turtle.Turtle()
```

```
jamal.left(180)
```

```
jamal.forward(75)
```

Check

Reset

Perfect! It took you only one try to solve this. Great job!

Activity: 5 -- Parsons (pp3_2_3)

An object can have various methods — things it can do — and it can also have **attributes** — (sometimes called *properties*). For example, each turtle has a *color* attribute. The method invocation `alex.color("red")` will make alex red and the line that it draws will be red too.

The color of the turtle, the width of its pen(tail), the position of the turtle within the window, which way it is facing, and so on are all part of its current **state**. Similarly, the window object has a background color which is part of its state.

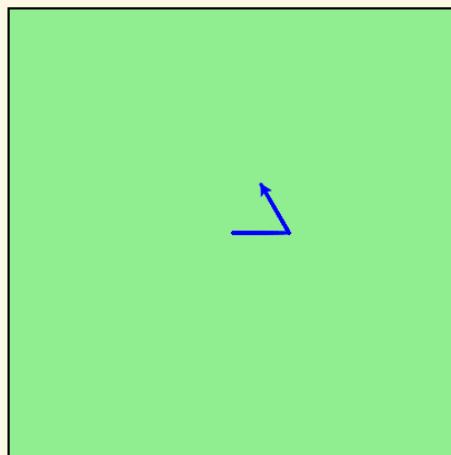
Quite a number of methods exist that allow us to modify the turtle and window objects. In the example below, we show just show a couple and have only commented those lines that are different from the previous example. Note also that we have decided to call our turtle object *tess*.

Save & Run

Original - 1 of 1

Audio Tour

```
1 import turtle
2
3 wn = turtle.Screen()
4 wn.bgcolor("lightgreen")      # set the window background color
5
6 tess = turtle.Turtle()
7 tess.color("blue")           # make tess blue
8 tess.pensize(3)              # set the width of her pen
9
10 tess.forward(50)
11 tess.left(120)
12 tess.forward(50)
13
14 wn.exitonclick()            # wait for a user click on the canvas
15
```



Activity: 6 -- ActiveCode (ac3_2_2)

The last line plays a very important role. The `wn` variable refers to the window shown above. When we invoke its `exitonclick` method, the program pauses execution and waits for the user to click the mouse somewhere in the window. When this click event occurs, the response is to close the turtle window and exit (stop execution of) the Python program.

Each time we run this program, a new drawing window pops up, and will remain on the screen until we click on it.

Extend this program ...

1. Modify this program so that before it creates the window, it prompts the user to enter the desired background color. It should store the user's responses in a variable, and modify the color of the window according to the user's wishes. (Hint: you can find a list of permitted color names at https://www.w3schools.com/colors/colors_names.asp. It includes some quite unusual ones, like "PeachPuff" and "HotPink".)
2. Do similar changes to allow the user, at runtime, to set tess' color.
3. Do the same for the width of tess' pen. *Hint:* your dialog with the user will return a string, but tess' `pensize` method expects its argument to be an `int`. That means you need to convert the string to an int before you pass it to `tess.pensize`.

convert the string to an int before you pass it to `pensize`.

Check your understanding

turtle-2-5: Consider the following code:

```
import turtle
wn = turtle.Screen()
alex = turtle.Turtle()
alex.forward(150)
alex.left(90)
alex.forward(75)
```

What does the line "import turtle" do?

- ☐ A. It creates a new turtle object that can be used for drawing.
- ☒ B. It defines the module turtle which will allow you to create a Turtle object and draw with it.
- ☐ C. It makes the turtle draw half of a rectangle on the screen.
- ☐ D. Nothing, it is unnecessary.

Check me

Compare me

✓ This line imports the module called turtle, which has all the built in functions for drawing on the screen with the Turtle object.

Activity: 7 -- Multiple Choice (question3_2_2)

turtle-2-6: Why do we type `turtle.Turtle()` to get a new Turtle object?

- ☐ A. This is simply for clarity. It would also work to just type "Turtle()" instead of "turtle.Turtle()".
- ☐ B. The period (.) is what tells Python that we want to invoke a new object.
- ☒ C. The first "turtle" (before the period) tells Python that we are referring to the turtle module, which is where the object "Turtle" is found.

Check me

Compare me

✓ Yes, the Turtle type is defined in the module turtle. Remember that Python is case sensitive and Turtle is different from turtle.

Activity: 6 -- Multiple Choice (question3_2_3)

turtle-2-7: True or False: A Turtle object can have any name that follows the naming rules from Chapter 2.

- ☒ A. True
- ☐ B. False

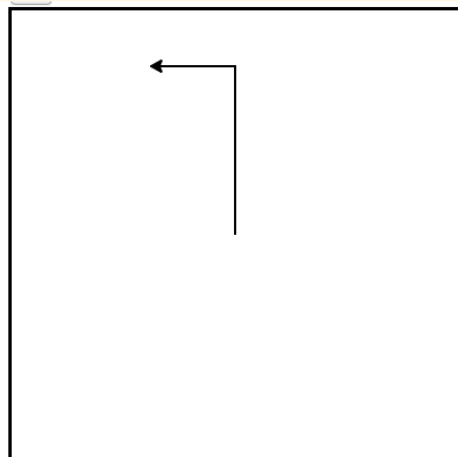
Check me

Compare me

✓ In this chapter you saw one named alex and one named tess, but any legal variable name is allowed.

Activity: 9 -- Multiple Choice (question3_2_4)

turtle-2-8: Which of the following code would produce the following image?



```
1 import turtle
2 wn = turtle.Screen()
3 alex = turtle.Turtle()
```

☐ A.

```
1 alex.right(90)
2 alex.forward(150)
3 alex.left(90)
4 alex.forward(75)
```

☐ B.

```
1 import turtle
2 wn = turtle.Screen()
3 alex = turtle.Turtle()
4 alex.left(180)
5 alex.forward(150)
6 alex.left(90)
7 alex.forward(75)
```

☐ C.

```
1 import turtle
2 wn = turtle.Screen()
3 alex = turtle.Turtle()
4 alex.left(270)
5 alex.forward(150)
6 alex.left(90)
7 alex.forward(75)
```

☐ D.

```
1 import turtle
2 wn = turtle.Screen()
3 alex = turtle.Turtle()
4 alex.right(270)
5 alex.forward(150)
6 alex.right(90)
7 alex.forward(75)
```

☒ E.

```
1 import turtle
2 wn = turtle.Screen()
3 alex = turtle.Turtle()
4 alex.left(90)
5 alex.forward(150)
6 alex.left(90)
7 alex.forward(75)
```

✓ Yes, the turtle starts facing east, so to turn it north you can turn left 90 or right 270 degrees.

Activity: 10 -- Multiple Choice (question3_2_5)

Mixed up programs

turtle-2-9: The following program uses a turtle to draw a capital L in white on a blue background as shown to the left, but the lines are mixed up. The program should do all necessary set-up and create the turtle and set the pen size to 10. The turtle should then turn to face south, draw a line that is 150 pixels long, turn to face east, and draw a line that is 75 pixels long. Finally, set the window to close when the user clicks in it.



Drag the blocks of statements from the left column to the right column and put them in the right order. Then click on *Check Me* to see if you are right. You will be told if any of the lines are in the wrong order.

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```
import turtle
wn = turtle.Screen()

wn.bgcolor("blue")
jamal = turtle.Turtle()

jamal.color("white")
jamal.pensize(10)

jamal.right(90)
jamal.forward(150)

jamal.left(90)
jamal.forward(75)

wn.exitonclick()
```

Perfect! It took you only one try to solve this. Great job!

Activity: 11 -- Parsons (pp3_3_4)

turtle-2-10: The following program uses a turtle to draw a capital T in white on a green background as shown to the left, but the lines are mixed up. The program should do all



necessary set-up, create the turtle, and set the pen size to 10. After that the turtle should turn to face north, draw a line that is 150 pixels long, turn to face west, and draw a line that is 50 pixels long. Next, the turtle should turn 180 degrees and draw a line that is 100 pixels long. Finally, set the window to close when the user clicks in it.

Drag the blocks of statements from the left column to the right column and put them in the right order. Then click on *Check Me* to see if you are right. You will be told if any of the lines are in the wrong order.

Drag from here

Drop blocks here

```
import turtle
wn = turtle.Screen()
wn.bgcolor("green")
jamal = turtle.Turtle()
jamal.color("white")
jamal.pensize(10)

jamal.left(90)
jamal.forward(150)

jamal.left(90)
jamal.forward(50)

jamal.right(180)
jamal.forward(100)

wn.exitonclick()
```

Check

Reset

Perfect! It took you only one try to solve this. Great job!

Activity: 12 -- Parsons (pp3_2_5)

You have attempted 13 of 12 activities on this page

5.1. Hello Little Turtles!*>

5.1. Hello Little Turtles!*>

5.3. Instances: A Herd of Turtles*>

✓ Completed. Well

5.3. Instances: A Herd of Turtles*>Next Section - 5.3. Instances: A Herd of Turtles