# turtle库

## 引入方式

```
>>>import turtle
>>>from turtle import *
```

## 控制画笔绘制状态的函数

```
pendown()        | pd()       | down()
penup()          | pu()       | up()
pensize(wid )  | width(wid)
```

## 控制画笔颜色和字体函数

```
color()                 reset()
begin_fill()            end_fill()
filling()               clear()
screensize()
showturtle()     | st()
hideturtle()     | ht()
isvisible()
write(arg,move=False,align="left"
,font =("Arial",8,"normal") )
```

## 控制画笔运动的函数

```
forward(distance) | fd(distance)
backward(distance)| bk(distance)
|back(distance)
right(angle)       | rt(angle)
left(angle)        | lt(angle)
setheading(to_angle)
position()         | pos()
goto(x,y )
setposition(x,y ) | setpos(x,y )
circle(radius,extent ,steps )
dot(size ,*color)    radians()
stamp()                speed(speed )
clearstamp(stamp_id)
clearstamps(n )      undo()
speed(speed )        heading()
towards(x,y )        distance(x,y )
xcor()                 ycor()
setx(x)                sety(y)
home()                 undo()
degrees(fullcircle = 360.0)
```

## TurtleScreen/Screen类的函数

```
bgcolor(*args)           getcanvas()
bgpic(picname )          getshapes()
clearscreen()            turtles()
resetscreen()            window_height()
screensize(cwid ,canvh,bg )  window_width()
tracer(n ,delay )        bye()
listen(xdummy ,ydummy )  exitonclick()
onkey((fun,key)          title(titlestring)
onkeyrelease((fun,key)   setup(wid=_CFG["wid"],h=_CFG["h"],
onkeypress(fun,key )         startx=_CFG["leftright"],
onscreenclick(fun,btn=1,add )   starty=_CFG["topbottom"])
```