

turtle.turtlesize() function in Python

The turtle module provides turtle graphics primitives, in both object-oriented and procedure-oriented ways. Because it uses Tkinter for the underlying graphics, it needs a version of Python installed with Tk support.

turtle.turtlesize()

This function is used to return or set the pen's attributes x or y-stretchfactors and outline.

Syntax :

turtle.turtlesize(stretch_wid=None, stretch_len=None, outline=None)

Parameters:

| Arguments | Value Type | Description |
|-------------|-----------------|---|
| stretch_wid | positive number | stretchfactor perpendicular to orientation |
| stretch_len | positive number | stretchfactor in direction of turtles orientation |
| outline | positive number | determines the width of the shapes's outline |

Below is the implementation of the above method with some examples :

Example 1 :

```
# import package
import turtle

# set turtle
turtle.speed(1)
turtle.shape("turtle")
turtle.fillcolor("blue")

# loop for motion
```

```
for i in range(4):  
    # set turtle width  
    turtle.turtlesize(stretch_wid=(i+1)*0.5)  
    turtle.forward(100)  
    turtle.right(90)
```

Example 2 :

```
# import package  
import turtle  
  
# set turtle  
turtle.speed(1)  
turtle.shape("turtle")  
turtle.fillcolor("blue")  
  
# loop for motion  
for i in range(4):  
    # set turtle length  
    turtle.turtlesize(stretch_len=(i+1)*0.5)  
    turtle.forward(100)  
    turtle.right(90)
```

Example 3 :

```
# import package  
import turtle  
  
# set turtle  
turtle.speed(1)  
turtle.shape("turtle")
```

```
turtle.fillcolor("blue")  
  
# loop for motion  
for i in range(4):  
    # set turtle outline  
    turtle.turtlesize(outline=i+1)  
    turtle.forward(100)  
    turtle.right(90)
```

Example 4 :

```
# import package  
import turtle  
  
# set turtle  
turtle.speed(1)  
turtle.shape("turtle")  
turtle.fillcolor("blue")  
  
# loop for motion  
for i in range(4):  
    # set turtlesize properties all together  
    turtle.turtlesize(stretch_wid=(i+1)*0.5, stretch_len=(i+1)*0.5,  
outline=(i+1) )  
    turtle.forward(100)  
    turtle.right(90)
```