

turtle.seth() 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.seth()

This method is used to set the orientation of the turtle to **to_angle**. This method requires only one argument as an angle.

These two are the Aliases – **setheading**, **seth** for this method.

Syntax :

turtle.seth(to_angle) or turtle.setheading(to_angle)

Argument:

to_angle: a number (integer or float)

Set the orientation of the turtle to **to_angle**. Here are some common directions in degrees (standard – mode) :

- 0 – east
- 90 – north
- 180 – west
- 270 – south

Below is the implementation of the above method with an example :

Example:

```
# import package
import turtle

# set direction at 0
# angle using seth
turtle.seth(0)
```

```
# motion
turtle.forward(80)
turtle.write("East")

# back to home
turtle.home()

# set direction at 90
# angle using sethading
turtle.setheading(90)

# motion
turtle.forward(80)
turtle.write("North")

# back to home
turtle.home()

# set direction at 180
# angle using seth
turtle.seth(180)

# motion
turtle.forward(80)
turtle.write("West",align="right")
```

```
# back to home
```

```
turtle.home()
```

```
# set direction at 270
```

```
# angle using setheading
```

```
turtle.setheading(270)
```

```
# motion
```

```
turtle.forward(80)
```

```
turtle.write("South")
```

```
# hide the turtle
```

```
turtle.ht()
```