

turtle.speed() 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.speed()

The **turtle.speed()** method is used to change the speed of the turtle by the value of the argument that it takes. Return or set the turtle's speed.

Syntax :

turtle.speed(speed=None)

Note:

The turtle's speed lies in the range 0-10.

If input is a number greater than 10 or smaller than 0.5, speed is set to 0.

Speedstrings are mapped to speedvalues in the following way:

'fastest' : 0

'fast' : 10

'normal' : 6

'slow' : 3

'slowest' : 1

Speeds from 1 to 10 enforce increasingly faster animation of line drawing and turtle turning.

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

Example 1 :

```
# import package
import turtle

# slowest speed
turtle.speed(1)
```

```
# turtle movement  
turtle.forward(150)
```

Example 2 :

```
# import package  
import turtle  
  
# loop for pattern  
for i in range(10):  
  
# set turtle speed  
turtle.speed(10-i)  
  
# motion for pattern  
turtle.forward(50+10*i)  
turtle.right(90)
```