



5.7. Summary of Turtle Methods

| Method | Parameters | Description |
|------------|------------|---|
| Turtle | None | Creates and returns a new turtle object |
| forward | distance | Moves the turtle forward |
| backward | distance | Moves the turtle backward |
| right | angle | Turns the turtle clockwise |
| left | angle | Turns the turtle counter clockwise |
| up | None | Picks up the turtles tail |
| down | None | Puts down the turtles tail |
| color | color name | Changes the color of the turtle's tail |
| fillcolor | color name | Changes the color of the turtle will use to fill a polygon |
| heading | None | Returns the current heading |
| position | None | Returns the current position |
| goto | x,y | Move the turtle to position x,y |
| begin_fill | None | Remember the starting point for a filled polygon |
| end_fill | None | Close the polygon and fill with the current fill color |
| dot | None | Leave a dot at the current position |
| stamp | None | Leaves an impression of a turtle shape at the current location |
| shape | shapename | Should be 'arrow', 'triangle', 'classic', 'turtle', 'circle', or 'square' |
| speed | integer | 0 = no animation, fastest; 1 = slowest; 10 = very fast |

Once you are comfortable with the basics of turtle graphics you can read about even more options on the [Python Docs Website](#). Note that we will describe Python Docs in more detail in the next chapter.

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Mark as Completed

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