Playing with Python Turtle

Figure 1: Teenage Mutant Ninja Turtles

Turtle is a `python` module, it allows you to draw shapes on the screen. You control a cursor that you can move with the commands:

```
import turtle
```

```
turtle.forward(10) # 10 moves forward
turtle.backward(10) # 10 moves backward
turtle.left(90) # rotates 90 degrees cursor left
turtle.right(90) # clockwise
```

```
turtle.penup() # cursor up
turtle.pendown() # cursor down
```

Here is an example of a program drawing a square:

```
import turtle
turtle.forward(100)
turtle.left(90)
turtle.forward(100)
turtle.left(90)
turtle.forward(100)
turtle.left(90)
turtle.forward(100)
turtle.left(90)
```

A bit of style

You can customize your designs with different functions:

```
turtle.speed(speed) # changes the cursor speed
turtle.pensize(size) # changes the size of the line
turtle.pencolor(red, green, blue)
# each component is between 0 and 1
```

Installation

```
sudo apt-get install python python-tk
```

To go further

WikiBook - Une tortue qui accélère la résolution de problèmes