Turtle Graphics

`forward(<pixels>)`	Move the turtle forward by the specified number of pixels in the current orientation.	`forward(100)` Moves the turtle forward by 100 pixels
`backward(<pixels>)`	Move the turtle backward by the specified number of pixels in the current orientation	`backward(100)` Moves the turtle backward by 100 pixels
`left(<angle>)`	Turn the turtle left by the specified number of degrees	`left(90)` Turns the turtle left 90 degrees
`right(<angle>)`	Turn the turtle right by the specified number of degrees	`right(90)` Turns the turtle right 90 degrees

`penup()`	lift the pen up (moving the turtle doesn't draw on the canvas)	`up()`
		`goto(0, 0)`
		Return to origin without leaving a trace.

`pendown()`	put the pen down (moving the turtle draws on the canvas)	
`circle(<radius>)`	Draw a circle of the given radius	`circle(30)` Draw a circle of radius 30.
`hideturtle()`	Hide the turtle.	
`goto(<x>, <y>)`	Move the turtle to the specified location.	`goto(100, 100)` go to the point 100 pixels right and 100 piuxels above the origin

`color(<str>)`
`color(<red>, <green>, <blue>)`
	Change the drawing color according to either a string (color name or hex color code starting with #) or red, green blue values between 0 and 1.	`color("red")`
		Makes the pen color red.
		`color(1, 0, 1)`
		Make the pen color purple.

`bgcolor(<str>)`	Change the canvas' background color according to the same rules as color.	`bgcolor("red")` Makes the background color red.

`fill(<boolean>)`	Change the fill status. Call fill(True) before drawing a closed shape to fill and fill(False) at the end.	`color("green")`
		`fill(True)`
		`for i in range(4):`
		`  forward(100)`
		`  right(90)`
		`fill(False)`
		Draw a green filled square.

`shape(<shape>)`	Change the turtle's appearance. By default, the following shapes are available: "arrow", "turtle", "circle", "square", "triangle", "classic"	`shape("turtle")` Changes the shape of the turtle to look like a turtle.

`register_shape(<file>)`	Add a GIF image as a possible turtle. Must be in the same directory.	`register_shape("cake.gif")`
		`shape("cake.gif")`
		Adds a cake image to the list of possible turtles and sets the turtle to look like a cake.

`stamp()`	Draw an impression of the turtle.	

`clear()`	Delete the turtle's drawings from the screen. Do not move turtle. State and position of the turtle as well as drawings of other turtles are not affected.	
`reset()`	Delete the turtle's drawings from the screen, re-center the turtle and set variables to the default values.	