


# 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 (<http://docs.python.org/dev/py3k/library/turtle.html>). Note that we will describe Python Docs in more detail in the next chapter.

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5.8.  Incremental Progr

5.6. A Few More turtle Methods and Observations">



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5.8.  Incremental Programming">



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