



## Turtles Cheat sheet

These are some reminders that might help you with the Turtles exercises. Remember to type “import turtle” when you open the shell!

```
bob = turtle.Turtle()
```

Creates a new Turtle object and assigns it to the variable “bob.” Also brings up the turtle window!

```
bob.shape(shape_name) / bob.color(col_name)
```

Set the shape and color for bob’s drawing!

```
bob.forward(number) / bob.backward(number)
```

Move bob forward and backward. The higher the number, the farther he’ll go!

```
bob.left(angle) / bob.right(angle)
```

Turn bob left and right.

```
bob.reset()
```

Bring bob back to the center

```
bob.circle(radius)
```

Draw a circle with the given radius

```
bob.stamp()
```

Put a stamp of bob’s shape where he’s standing now

```
bob.setheading(heading)
```

Set bob to a specific angle. 0 points to the right of the screen, and rotates counterclockwise as `heading` increases to 360.

```
bob.penup() / bob.pendown()
```

Penup makes bob stop drawing, while pendown makes him continue drawing

```
bob.setpos(x_coordinate, y_coordinate)
```

Bob will jump to these x and y coordinates. (0, 0) is at the center of the window