Python Cheat Sheet

Getting Started Turtle Graphics Movement Repeat forward(50) | fd(50) 1. Open Python IDLE for i in range(25): 2. Create a new file backward(50) | bk(50) | back(50) print("Number is " str(i)) File > New Window Ctr + N right(90) | rt(90) left(180) | lt(180) 3. Save the file as filename.py for side in range(4): goto(0,0) | setpos(0,0) | you MUST add the .py at pen1.fd(40) setposition(0,0) pen1.right(90) the end setx(50) 4. Write your code sety(50) **Functions** 5. Type F5 to save and run home() # Define the function **Turtle Graphics Setup** circle(360) def polygon(pen, sides, length): speed("fastest") from turtle import * pen.fd(length) pen.right(360 / sides) Note: the numbers in the # Create your pens parentheses mean either pixels or pen1 = Pen()# Call the function degrees. You can put whatever pen2 = Pen()polygon(pen1, 5, 75) number you like polygon(pen2, 4, 100) # Set the pen colors **Simple Interview** pen1.color("green") pen2.color("#336699") name = input("What is your name?") age = input("\nHow old are you? ") # Draw

print("\nYour name is " + name)

Let Python do your math

pen1.forward(100)

pen2.right(90)

pen2.fd(100)

```
base = 10
height = 5
area = .5 * base * height
output = "The area of a triangle with a base of "
output += str(base) + " and height of " + str(height)
output += " is " + str(area)
print( output )
```

Credits

print("\nYou are " str(age) + " years old")

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Overview over available Turtle and Screen methods http://docs.python.org/2/library/turtle.html