Turtle Graphics

To use Turtle Graphics commands, copy the `Turtle.java` library file in the same folder as your program.

Command	Description	Example
new Turtle()	Creates a new turtle.	`Turtle t = new Turtle();`
forward(steps)	Moves the turtle forward.	`t.forward(100);`
backward(steps)	Moves the turtle backward.	`t.backward(100);`
left(degrees)	Rotates the turtle counter-clockwise.	`t.left(90);`
right(degrees)	Rotates the turtle clockwise.	`t.right(90);`
penup()	Raises the turtle's pen. When the pen is up, the turtle does not draw lines on the screen.	`t.penup();`
pendown()	Lowers the turtle's pen. When the pen is down, the turtle draws lines on the screen.	`t.pendown();`
color(colorName)	Sets the color of the turtle.	`t.color("red");`
color(red, green, blue)	Sets the color of the turtle, specifying the individual red, green, and blue components of the color. 0 <= red <= 255 0 <= green <= 255 0 <= blue <= 255	`t.color(240, 170, 65);`
delay(milliseconds)	Sets the turtle's delay between moves. The lower the delay, the faster the turtle. Default: 100 ms.	`t.delay(20);`
hideturtle()	Hides the turtle so it is not visible on the screen.	`t.hideturtle();`
showturtle()	Shows the turtle so it is visible on the screen.	`t.showturtle();`