

# Syntax Guide 1.0

## Turtle color (Turtle specific)

The color of the turtle is the *string* type. For now, all you need to know is that a *string* is something between quotation marks. The turtle color can be any color like “red”, “green”, or “gold”.

```
turtle.color("blue")
```

## Moving and Turning (Turtle specific)

Forward and backward, moves the turtle straight forward or straight backward in the direction it's facing. Input the distance to travel, in pixels. By default, the turtle also draws a line behind it. Right and left, turns the turtle by rotating right or left a specific number of degrees.

```
turtle.forward(50)
turtle.right(180)
turtle.backward(75)
turtle.left(45)
```

## Writing text (Turtle specific)

Writes out whatever words you put inside the quotation marks, at the current turtle location.

```
turtle.write("testing...")
turtle.write("BIG text", font=("arial", 50, "bold"))
```

## Comment (All programming languages have comments)

A way to keep something in your code which will not affect how it runs in any way. Useful for explaining your code to others. It can also be used for saving previous code in the file without the program running it.

```
# this function does not work for negative numbers
# old_code():
# hashtag I am a comment
```

## Strings (All programming languages have strings)

A string is a type in many programming languages that is simply a sequence of characters.

```
“Anything within quotation marks is a string”
```

## Ints (All programming languages have ints)

An int or integer is a type in many programming languages that is simply a whole number.

```
50
```