

What can the turtle do?

Movement

forward/backward

forward - Moves the turtle in the direction it is facing by the specified distance.

backward – Moves the turtle in the direction opposite to the one it is facing by the specified distance.

Use

t.forward(distance) t.backward(distance)

Example

t.forward(100) t.backward(80)

left

Rotates the turtle to the left or right by the specified number of degrees.

Use

t.left(degrees) t.right(degrees)

Example

t.left(50) t.right(75)

setheading

Sets the turtle to be facing in the specified direction. A heading of 0 indicates the turtle is facing due east, with heading being measured anticlockwise from this direction.

Use

t.setheading(degrees)

Example

► **t.setheading(0)**
▲ **t.setheading(90)**
▼ **t.setheading(-90) = t.setheading(270)**

setpos

Moves the turtle to the specified location. A position of (0,0) indicates the centre of the canvas. This will not affect the direction in which the turtle is facing. If the turtle's pen is down, this will draw a line from its current position to the new position.

Use

t.setpos(x,y)

Example

t.setpos(30,100) starting at (0,0)

circle

Draws a circle of the specified radius starting at the turtle's current position.

Use

t.circle(radius)

Example

t.circle(60)

Pen commands

penup

Lifts the turtle's pen. This will prevent the turtle from tracing a line when it moves.

Use

```
t.penup()
```

pendown

Puts the turtle's pen down. This means the turtle will trace a line when it moves.

Use

```
t.pendown()
```

pencolor

This will set the colour of the turtle's line trace.

Use

```
t.setcolor('color')
```

Example

```
t.setcolor('blue')  
t.setcolor('red')  
t.setcolor('green')
```

Getting information from the turtle

xcor

Evaluates to the value of the current x coordinate of the turtle.

Use

```
t.xcor()
```

ycor

Evaluates to the value of the current y coordinate of the turtle.

Use

```
t.ycor()
```

onscreen

Evaluates to yes or no depending on whether the turtle is on or off the canvas.

Use

```
t.onscreen()
```

heading

Evaluates to the direction, in degrees, in which the turtle is currently facing.

Use

```
t.heading()
```