

## TurtleDisplayer and Turtle Methods

### TurtleDisplayer

method	meaning
<code>d.placeTurtle(<i>turtle</i>)</code>	place <i>turtle</i> on the canvas
<code>d.waitForUser()</code>	wait for user to press OK button before continuing
<code>d.close()</code>	dispose of displayer when user presses Close button

### Turtle

method	meaning
<code>t.penDown()</code>	place the pen on the paper
<code>t.penUp()</code>	raise the pen from the paper
<code>t.forward(<i>units</i>)</code>	move forward <i>units</i> drawing units
<code>t.backwards(<i>units</i>)</code>	move backwards <i>units</i> drawing units
<code>t.left(<i>radians</i>)</code>	turn left <i>radians</i> radians
<code>t.right(<i>radians</i>)</code>	turn right <i>radians</i> radians
<code>t.moveTo(<i>x,y</i>)</code>	move to position ( <i>x,y</i> ) on canvas
<code>t.setPenColor(<i>color</i>)</code>	change pen color to <i>color</i>
<code>t.setPenWidth(<i>width</i>)</code>	change pen width to <i>width</i> pixels