

How to draw car in Python Turtle?

To draw a car in Python turtle, you must think it in terms of particular shapes. Tyres can be drawn using `circle()` function. The upper body of a car can be think of as a rectangle. And roof and window are similar to trapezoid.

#Python program to draw car in turtle programming

```
import turtle
```

```
car = turtle.Turtle()
```

#Below code for drawing rectanglura upper body

```
car.color('#2B2BF6')
car.fillcolor('#2B2BF6')
car.penup()
car.goto(0,0)
car.pendown()
car.begin_fill()
car.forward(370)
car.left(90)
car.forward(50)
car.left(90)
car.forward(370)
car.left(90)
car.forward(50)
car.end_fill()
```

#Below code for drawing window and roof

```
car.penup()
car.goto(100, 50)
car.pendown()
car.setheading(45)
car.forward(70)
car.setheading(0)
car.forward(100)
car.setheading(-45)
car.forward(70)
car.setheading(90)
car.penup()
car.goto(200, 50)
car.pendown()
car.forward(49.50)
```

#Below code for drawing two tyres

```
car.penup()
car.goto(100, -10)
car.pendown()
car.color('#000000')
car.fillcolor('#000000')
car.begin_fill()
car.circle(20)
car.end_fill()
car.penup()
car.goto(300, -10)
car.pendown()
car.color('#000000')
car.fillcolor('#000000')
car.begin_fill()
car.circle(20)
car.end_fill()
```

```
car.hideturtle()
```

Output of the above program

