

控制画笔绘制状态的函数

pendown() | pd() | down()

penup() | pu() | up()

pensize(wid )

| width(wid)

forward(distance) | fd(distance)

backward(distance)| bk(distance)

|back(distance)

right(angle) | rt(angle)

left(angle) | lt(angle)

setheading(to\_angle)

position() | pos()

goto(x,y )

setposition(x,y ) | setpos(x,y )

circle(radius,extent ,steps )

dot(size ,\*color)

radians()

stamp()

speed(speed )

clearstamp(stamp\_id)

clearstamps(n )

undo()

speed(speed )

heading()

towards(x,y )

distance(x,y )

xcor()

ycor()

setx(x)

sety(y)

home()

undo()

degrees(fullcircle = 360.0)

控制画笔运动的函数

控制画笔颜色和字体函数

color()

reset()

begin\_fill()

end\_fill()

filling()

clear()

screensize()

showturtle() | st()

hideturtle() | ht()

isvisible()

write(arg,move=False,align="left"

,font =("Arial",8,"normal") )

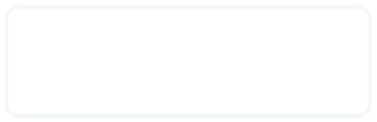


>>>

import turtle

from turtle import \*

>>>



引入方式

bgcolor(\*args)

bgpic(picname )

clearscreen()

resetscreen()

screensize(cwid ,canvh,bg )

tracer(n ,delay )

listen(xdummy ,ydummy )

onkey((fun,key)

onkeyrelease((fun,key)

onkeypress(fun,key )

onscreenclick(fun,btn=1,add )

TurtleScreen/Screen

类的函数

getcanvas()

getshapes()

turtles()

window\_height()

window\_width()

bye()

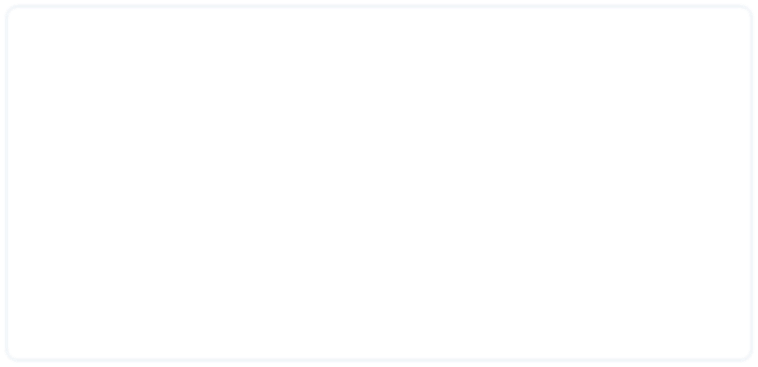
exitonclick()

title(titlestring)

setup(wid=\_CFG["wid"],h=\_CFG["h"],

startx=\_CFG["leftright"],

starty=\_CFG["topbottom"])



turtle

库



Python Quick Reference

Series



Python

快速参考