PYTHON BOOTCAMP

Lezione 4

LEGGERE/SCRIVERE DA FILE

Allungare il quadrato della turtle

```
>>> player.shapesize(stretch_wid=6, stretch_len=2)

>>> score = turtle.Turtle()
>>> score.speed(0)
>>> score.color("blue")
>>> score.penup()
>>> score.hideturtle()
>>> score.goto(0, h / 2 - 40)
>>>score.write("Left_player : {} Right_player: {}".format(score1,
score2), align="center", font=("Courier", 24, "normal"))
>>> score.clear()
```

Creare una turtle per lo score

QUESTIONARIO BOOTCAMP