1. Import turtle-to use turtle library.
2. Turtle.done()-to keep animation window open.
3. <name>=turtle.Turtle()-create a turtle of the name given.

(use <name> or turtle for the command below)

1. Turtle.forward(<number of pixel want to move>)-moves turtle those pixel in forward amount.
2. Turtle.backward(<number of pixel want to move>)-moves turtle those pixel in backward amount
3. Turtle.right(<angle to move in degrees>)-rotate turtle right by given degrees
4. Turtle.left(<angle to move in degrees>)-rotate turtle left by given degrees
5. Turtle.color(‘’arg1”,”arg2”)

“arg1”-gives the colour to the line and the turtle.(give basic colour name or code like #code to get code use <https://imagecolorpicker.com/color-code/000000>)

“arg2”-gives the colour to the shape.(give basic colour name or code like #code to get code use <https://imagecolorpicker.com/color-code/000000> use with begin and end fill)

1. Turtle.begin\_fill()

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Turtle.end\_fill()-it fill the shape made by above command with colour in arg2.note if no shape the it join initial and final position to fill colour.

1. Turtle.penup()

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Turtle.pendown()-for the sentence in between doesn’t draw line.

1. Turtle.bgcolor(“<col>”)= gives colour to the background
2. Turtle.goto((<x>,<y>))-send turtle to x and y coordinate
3. Turtle.speed(<speed>)-increase speed of turtle
4. <name>.shape(<’shape’>)-change turtle to that shape
5. Turtle.title(<’title’>)-to set screen title
6. Turtle.bgpic(‘<pic name>’)-set background picture(pic and file must be in same folder and pic in gif format)
7. Turtle.setheading(<angle from origin>)-irrespective of your position it rotate you to angle you provided from positive x-axis
8. Turtle.hideturtle()-hide the turtle
9. Turtle.circle(<radius>[,extent=<degree>,steps=<side>])-draw a circle of given radius extent tell to what angle and steps tell no of sides
10. Turtle.pensize(<digit>)-decide the size of border
11. Turtle.screensize(<width>,<length>)-set new size of the screen

(<https://docs.python.org/3.3/library/turtle.html>)