

Short Question:

1. Why is asking the turtle to turn by an amount greater than 359 unnecessary?

A full circle is made up of 360 degree and asking the turtle to move more than that is totally unnecessary because if it moves more than that it goes moving into the same position.

2. How can you draw something with curvy lines, like a circle?

To draw a circle we can make a small forward movements and small turns in loops.

3. How can you turn left by using the RIGHT command?

To turn left using right command we just need to put the value in a command smartly like to move left 90 steps we can just write right(-90) which goes backward to 90 steps.

4. How can you go backwards using just the FORWARD command?

The ans is also likely to the above one we can do this by changing the values smartly like to go backwards using forward command just write forward(-100)

5. Why is giving two move instructions in a row unnecessary?

Giving two move instructions in a row unnecessary because if the two instructions are doing the same thing without changing the direction then why use two command to do the single thing like if the command is forward(50) and forward(50) in between there is no such direction change so why not just write forward (100)

6. Why is giving two turn instructions in a row unnecessary?

Similarly the answer is like above one that if a single instructions is doing the same thing then why to use two instructions for it.

7. How can you create a solid shape, like a square whose insides are completely black?

In turtle graphics there are two commands use to color the insides of shapes are: begin_fill() and end_fill()

Example:4

forward(30)

backward(30)

left(60)

forward(30)

right(60)