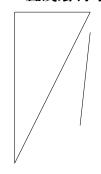


Running Turtle

August 2025

1 TiKZ

1.1 直线绘制与坐标表示



1.2 基本图形绘制

←

图 1: 箭头

图 2: 直角

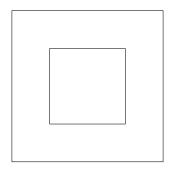


图 3: 矩形

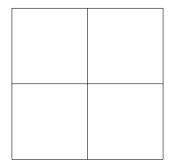


图 4: 网格

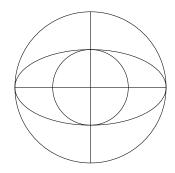


图 5: Circle & Ellipse

1.3 线条样式

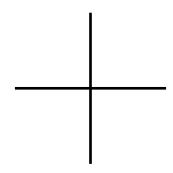


图 6: 加粗

1.4 样式复用

scope 环境 / 样式复用

1.5 形变

- xshift 水平位移; yshift 垂直位移
- xslant 歪斜
- scale 缩放
- rotate 旋转

1.6 绘制与填充

- fill
- draw

1.7 文字结点

node

1.8 循环绘制



图 7: foreach loop

1.9 坐标轴

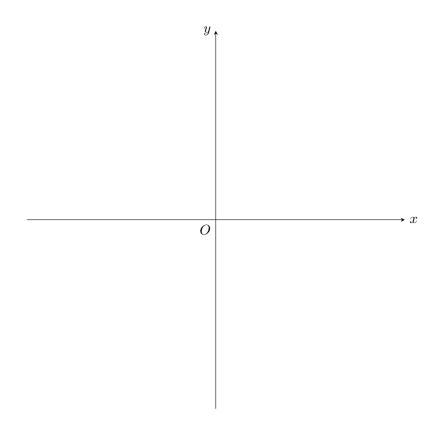


图 8: 坐标轴

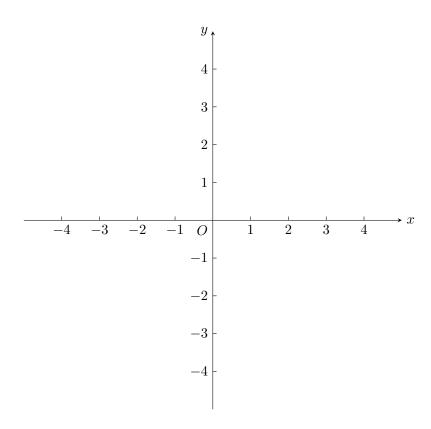


图 9: 坐标轴

1.10 函数图像

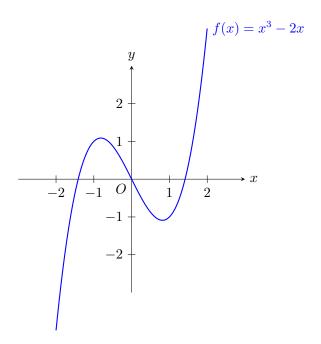


图 10: 函数 $f(x) = x^3 - 2x$ 的图像

2 TiKZ 绘制

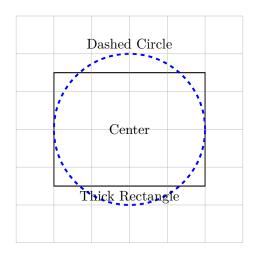


图 11: 一个漂亮的 TiKZ 图形

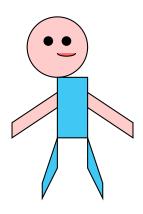


图 12: 绷

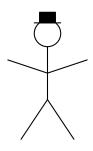


图 13: 戴礼帽的火柴人

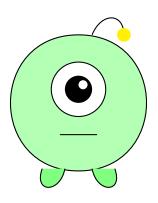


图 14: 独眼小怪物

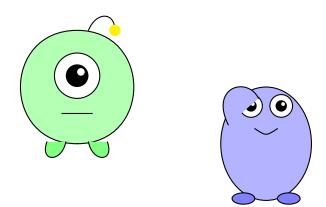


图 15: 兩個好朋友 (穩定版)

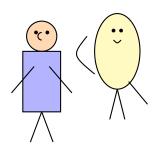


图 16: 一对小伙伴