

TURTLE

Creating Graphics

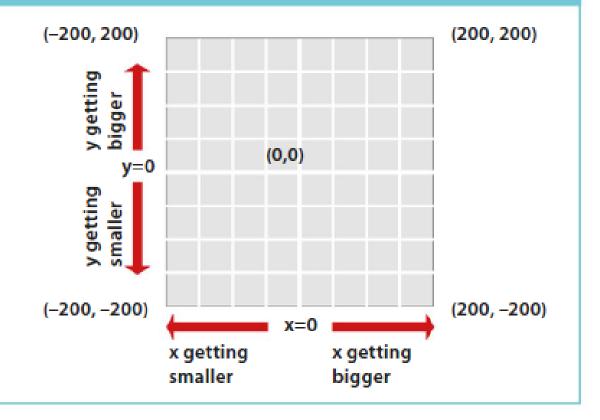
Creating graphics in Python is easy.
Python's **turtle** module lets you move a robot "turtle" around the screen, drawing pictures with a pen as it goes.

In this project, you'll program the turtle to build more robots—or at least pictures of robots!



Turtle coordinates

Python will adjust the Turtle window to fit your screen, but let's use an example that's 400 pixels by 400 pixels. Python uses coordinates to identify all the places in the window where the turtle could be. This means that every place on the window can be found by using two numbers. The first number, the x coordinate, shows how far to the left or right of the center the turtle is. The second number, the y coordinate, shows how far up or down from the center it is. Coordinates are written in parentheses, with the x coordinate first, like this: (x, y).



The basics of Turtle

∇ Drawing with the turtle

The turtle module allows you to control a pen-carrying robot turtle. By giving the turtle instructions on how it should move around the screen, you can draw different pictures and designs. You can also tell the turtle when to put the pen down and start drawing, or when to pull it up so it can move to a different part of the screen without leaving an untidy trail.

The turtle moves forward 100 pixels, turns left 90 degrees, then moves forward 50 pixels.

- t.forward(100)
- t.left(90)
- t.forward(50)

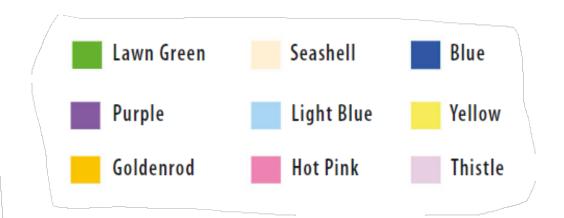
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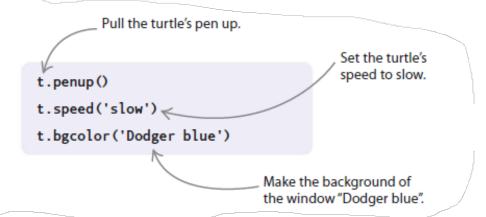


Turtle speed

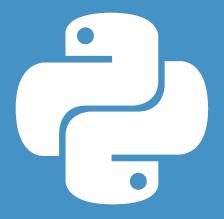
You can control how fast the turtle draws by using the t.speed() command to set its speed to one of these values: "slowest", "slow", "normal", "fast", and "fastest".





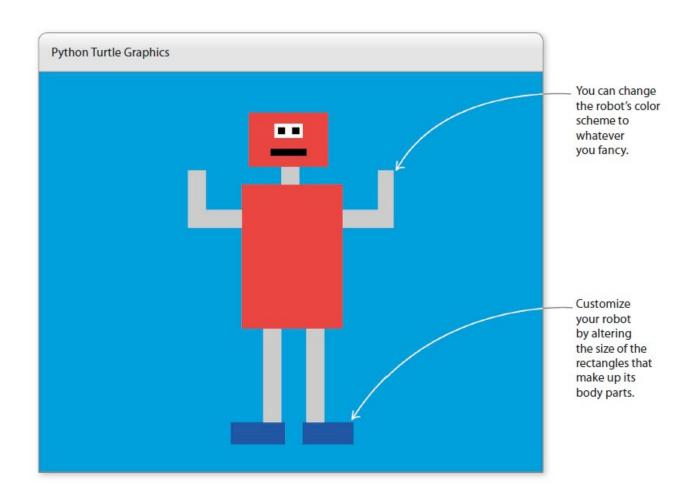


Time to code





THE ROBOT



THE ROBOT

