

## **Introduction**

Here is a simple turtle programme (`turtle_doing_nothing.py`):

```
from turtle import *                                1
                                                    2
tom=Turtle()                                          3
                                                    4
tom.getscreen().\_root.mainloop()                   5
```

Lines 1 and 5 aren't worth spending much time on at first, the first line imports the library of commands related to turtle, line 7 prevents the computer from closing the graphics window when the programme has finished running. Line 3 is important, it tells the computer to make an object, in this case a `Turtle` and call it `tom`, it knows what a `Turtle` is from the library it imported in line 1; in the instructions on what to do when making a `Turtle` the computer is told to open a graphics window and to draw the turtle, a little arrow shape.

Here is a simple turtle programme (`turtle_doing_nothing.py`):

```
from turtle import *                                1
                                                    2
tom=Turtle()                                          3
                                                    4
tom.forward(100)                                     5
                                                    6
tom.getscreen().\_root.mainloop()                   7
```