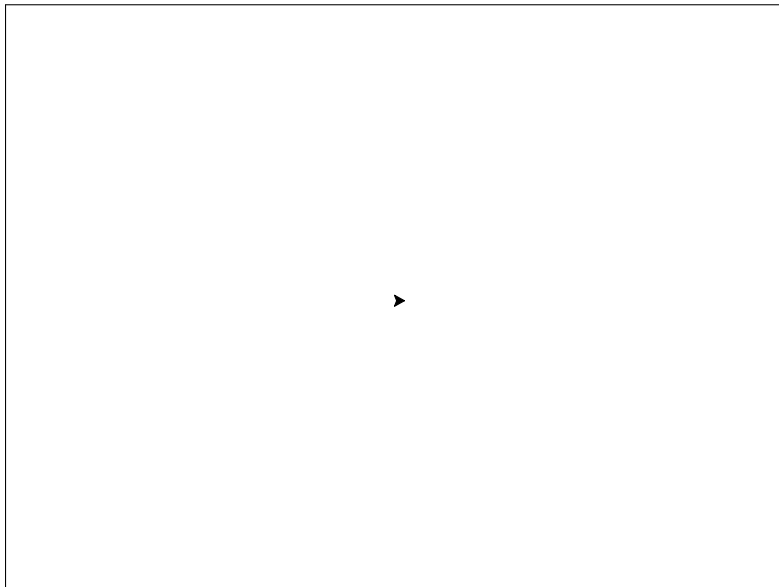


Introduction

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

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

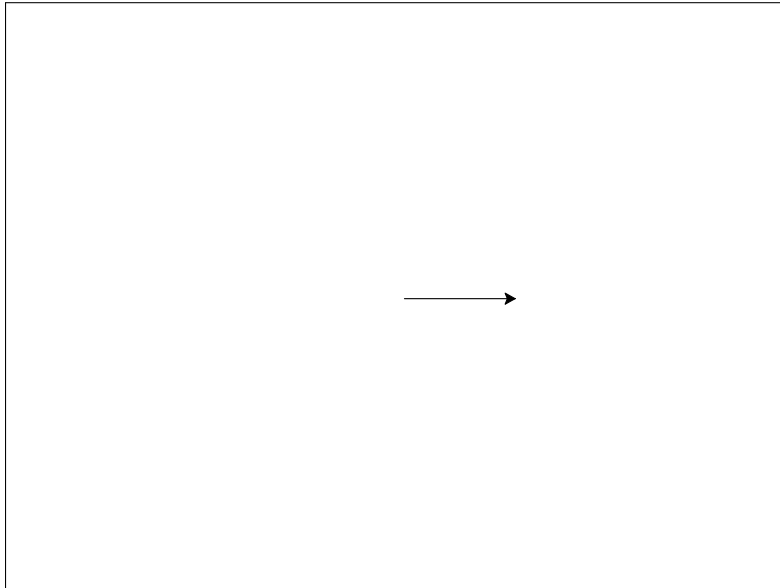
Line 1 and **line 5** aren't worth spending much time on at first, the first line imports the library of commands related to turtle, **line 5** prevents the computer from closing the graphics window when the programme has finished running; we won't include this line again, though it is needed. **Line 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 the turtle does something (`line.py`):

```
1 from turtle import *
2
3 tom=Turtle()
4
5 tom.forward(100)
```

The extra line, **line 5**, tells the turtle to move forward by 100 units, this is an important piece of Python syntax, to tell an object to do something you use a dot followed by the command, here it tells the **Turtle** called **tom** to perform the command **forward**. Of course, the command has to make sense for whatever type of object it is dotted onto, but here it does, **forward** is one of the defined commands for a **Turtle** object.



Turtle objects have another command `right(90)` which turns the turtle by 90° . Can you write a programme to draw this:

