Welcome to the challenge!

This Challenge is simple – All you need to do is the following –

Add to the on key code we used in class. Here are the things you need to add –

1. When letter *u* is pressed, the turtle pen should go up (t.pu)
2. When letter *d* is pressed, the turtle pen should go down (t.pd)
3. When right arrow key is pressed, the turtle should move right (t.rt). You choose by how much!
4. When left arrow key is pressed, the turtle should move left (t.lt). You choose by how much!
5. When letter *c* is pressed, a circle should be drawn (t.circle). You choose the radius!
6. When letter *s* is pressed, a semicircle should be drawn (t.circle(…, 180)). You choose the radius!

Here is the on key code –

*from* turtle *import* \*

t = Pen()

screen = Screen()

def f():

    t.fd(50)

def b():

    t.bk(50)

*#On Keys*

screen.onkey(f, "Up")

screen.onkey(b, "Down")

screen.listen()

Happy Coding!