Turtle within Python: Basic commands

Magic lines at the beginning

```
import turtle            #
t = turtle.Turtle()     # t is the name of our turtle; one can create
   many turtles simultaneously (with different names)
```

One can write the following *last* code line

```
turtle.mainloop()       # to keep the window on the screen
```

Commands

main

`t.forward(distance)` : go forward on `distance` pixels;

`t.backward(distance)` : go backward on `distance` pixels;

`t.right(angle)` : Turn right on `angle` degrees;

`t.left(angle)` : Turn left on `angle` degrees;

`t.pendown()` : Start drawing

`t.penup()` : Stop drawing

motion

`t.setx(x)` Set the x-coordinate of the turtle;

`t.sety(y)` Set the y-coordinate of the turtle;

`t.setheading(to_angle)` Turn the turtle to angle `to_angle` to the vertical (0 upward, 90 to the right);

`t.home()` Return the turtle home (to the point with the coordinate $(0,0)$);

`t.circle(radius)` Draw a circle of the radius $|r|$ with center located to the left from the turtle if $r > 0$ and to the right if $r < 0$;

`t.dot(size, color)` Draw a dot of diameter `size` and color `color`. The parameter `color` is optional;

`t.undo()` Undo the previous action of the turtle;