

Basic Movement

distance (pixels) ↓	angle (degrees) ↓
forward(99) fd(99)	left(99) lt(99)
backward(99) bk(99)	right(99) rt(99)
distance (x) distance (y) ↓ ↓	radius (pixels) ↓
goto(-99 , 99)	circle(99) centered?
reset() start fresh	circle(99 , True)

New Functions

you choose this name

this variable gets set when calling

```
def square(size):  
    side = 0  
    while side < 4:  
        forward(size)  
        right(90)  
        side += 1
```

loop as long as this is true

use the passed-in value by using the variable