

Basic Movement

distance (pixels)

forward(**99**)

fd(**99**)

backward(**99**)

bk(**99**)

angle (degrees)

left(**99**)

lt(**99**)

right(**99**)

rt(**99**)

distance (x) distance (y)

goto(**-99**, **99**)

reset() start fresh

radius (pixels)

circle(**99**) centered?

circle(**99**, **True**)

New Functions

you choose this name

this variable gets set when calling

```
def square(size):  
    for side in range(4):  
        forward(size)  
        right(90)
```

loop this many times

use the passed-in value by using the variable