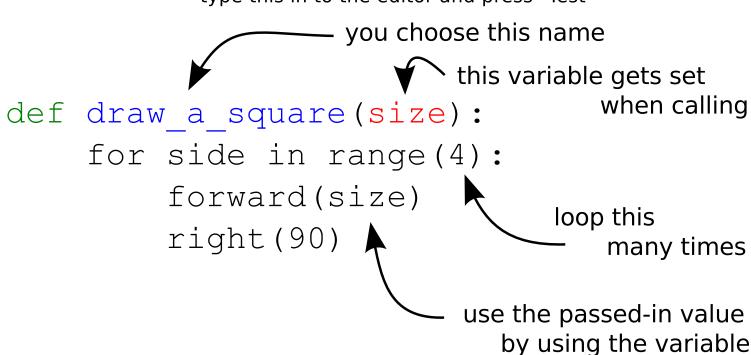
Basic Movement

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

New Functions type this in to the editor and press "Test"



>>> draw a square(100) then use it like this: