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

type this in to the editor and press "Test"

you choose this name

this variable gets set
when calling

```
def draw_a_square2(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

then use it like this: >>> draw_a_square2(100)