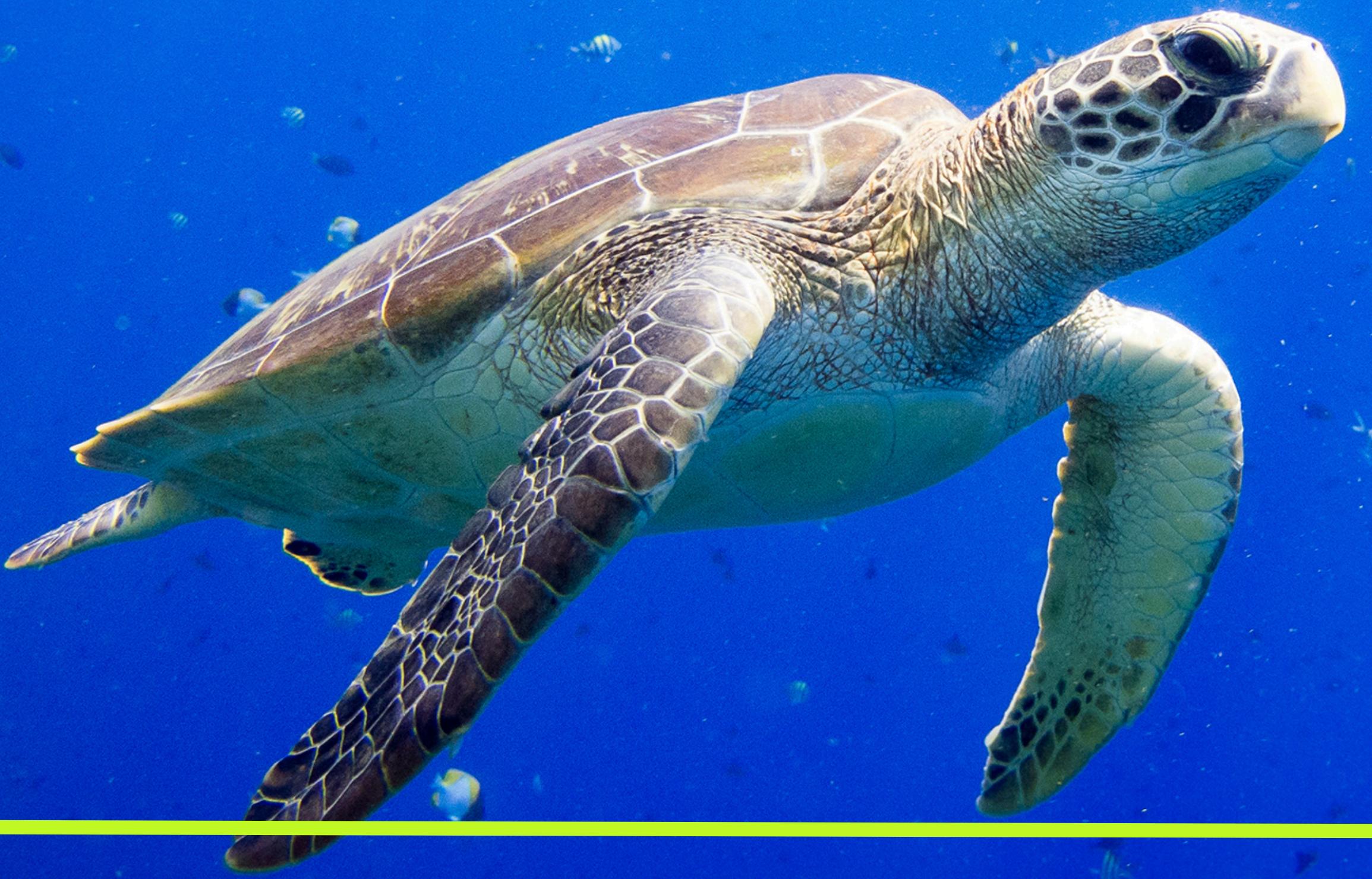


Turtle & Trinket



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# Python for Kids

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AMAN GULIANI

# Recap

- We setup turtle in [trinket.io](#)
- We learned how to create a turtle
- We learned how to move the turtle
- We also learned how to color our paths in turtle.

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**What if I only  
want to go and  
not draw ?**

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# Use penup()

main.py

```
3 # you call the TD to create a new instance of turtle
4 ana = turtle.Turtle()
5
6 # you can give that a shape
7 # these are the shapes available
8 # "arrow", "turtle", "circle", "square", "triangle", "classic"
9 ana.shape('turtle')
10
11 # Lets Try goto with penup
12 ana.penup()
13
14 # Quad I
15 ana.goto(100, 100)
16 ana.write("Quad I")
17
18 # Quad II
19 ana.goto(-100, 100)
20 ana.write("Quad II")
21
22 # Quad IV
23 ana.goto(100, -100)
24 ana.write("Quad IV")
25
26 # Quad III
27 ana.goto(-100, -100)
28 ana.write("Quad III")
29
30 # Back to center
31 ana.goto(0, 0)
32 ana.write("I am back")
33
34
```

+

Result

Instructions

Quad II

Quad I

I am back

Quad III

Quad IV

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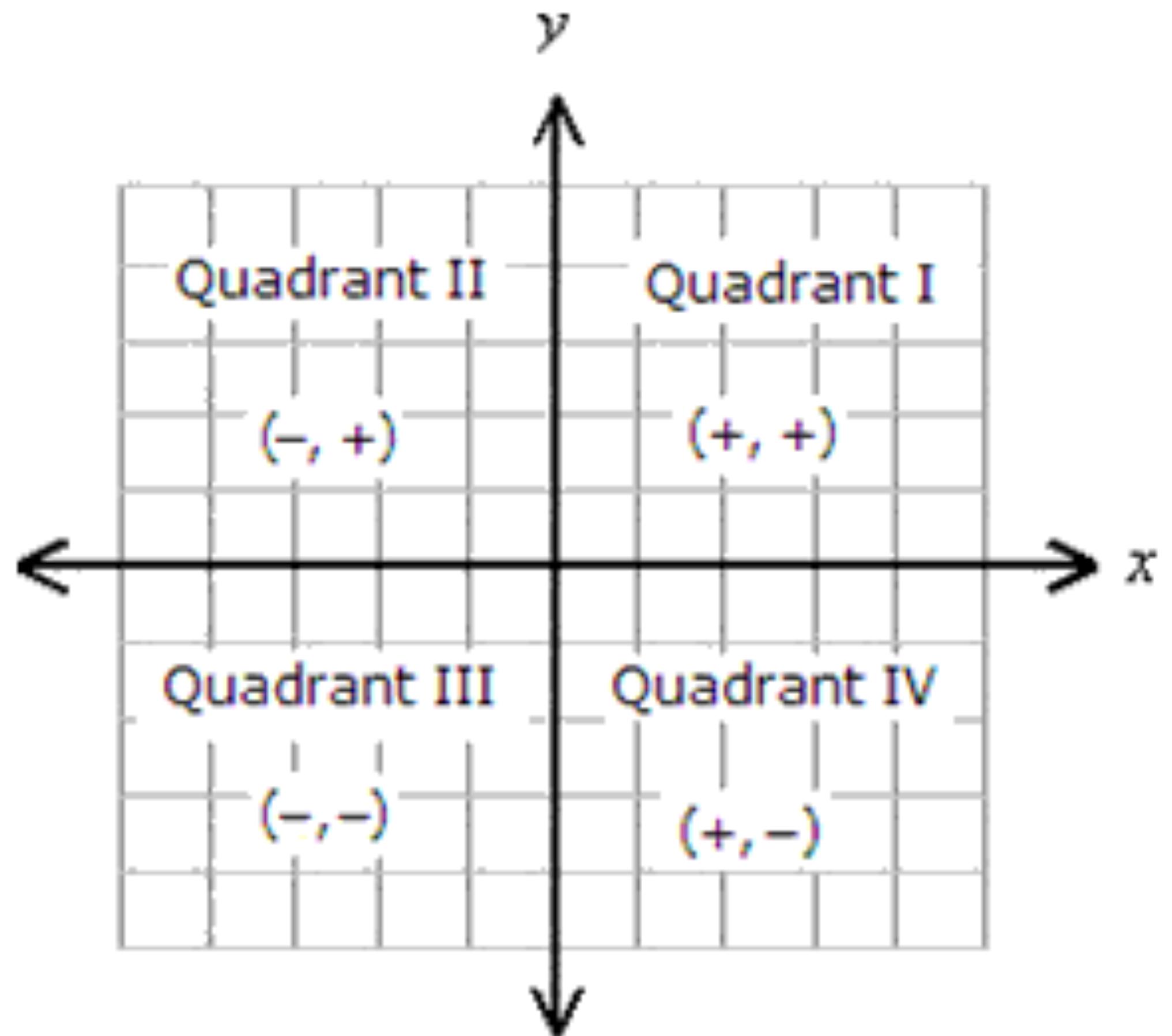
**Let's go to a  
point !**

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# Go to a point

- When it starts it starts in the middle of the screen which is marked as 0, 0
- It works on coordinate system
- So both positive values will move it to Quad I and so on.
- Lets try it



main.py

```
1 import turtle
2
3 # you call the lib to create a new instance of turtle
4 ana = turtle.Turtle()
5
6 # you can give that a shape
7 # these are the shapes available
8 # "arrow", "turtle", "circle", "square", "triangle", "classic"
9 ana.shape('turtle')
10
11 # Lets Try goto
12
13 # Quad I
14 ana.goto(200, 200)
15
16 # Quad II
17 ana.goto(-200, 200)
18
19 # Quad IV
20 ana.goto(200, -200)
21
22 # Quad III
23 ana.goto(-200, -200)
24
25 # Back to center
26 ana.goto(0, 0)
27
28
```

Result

Instructions

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# Going in Circles

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# How will we draw circles?

- Circle - provide the radius
- Dot - provide the diameter

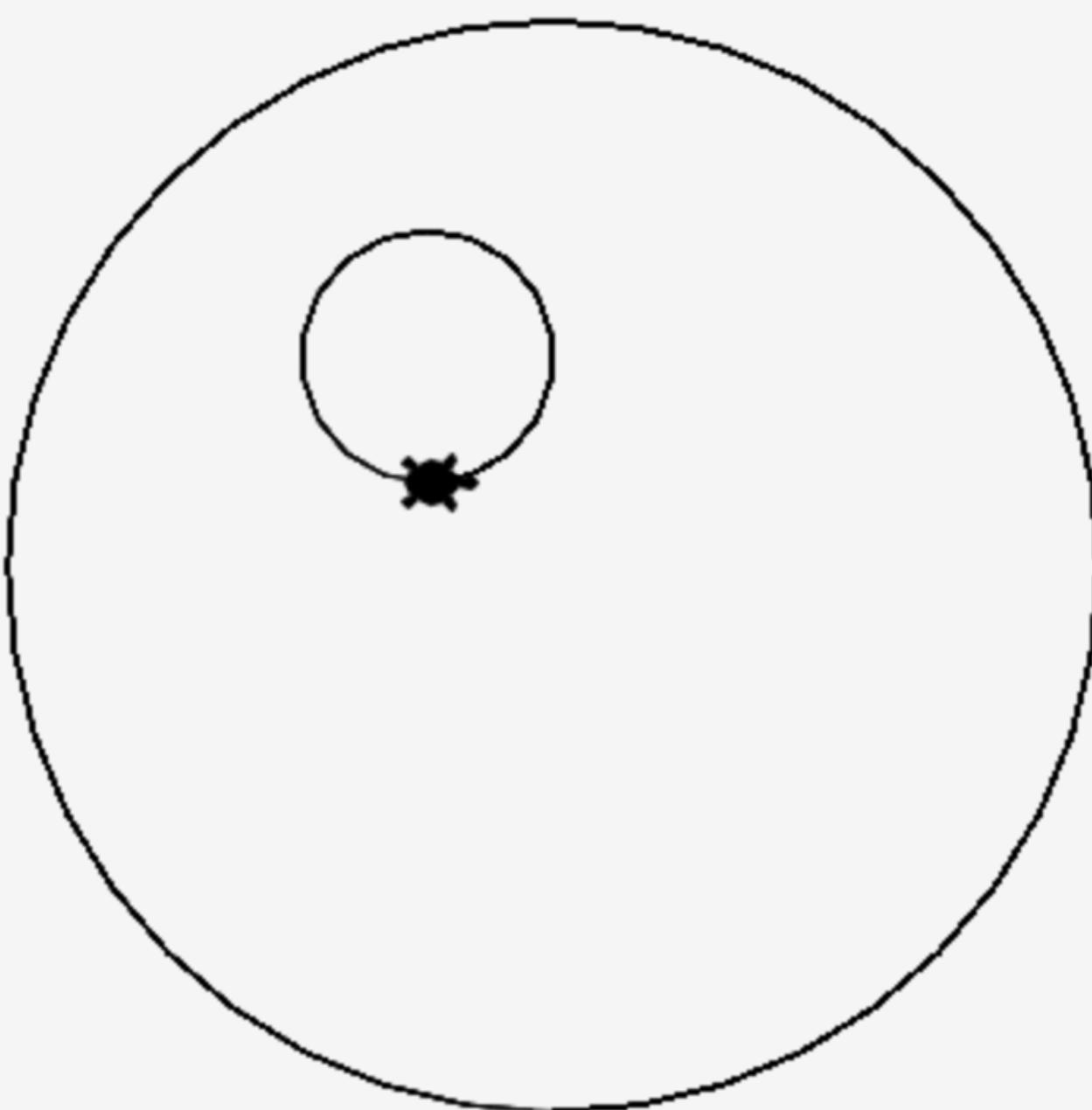
main.py

```
1 import turtle
2 tina = turtle.Turtle()
3 tina.shape('turtle')
4
5 tina.penup()
6 tina.goto(30, -150)
7 tina.pendown()
8 tina.circle(130)
9
10 tina.penup()
11 tina.goto(0, 0)
12 tina.pendown()
13 tina.circle(30)
```



Result

Instructions



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Lets make a  
smiley face !!!

---



# Fill Color



# Fill Color in shapes

- Start with `begin_fill()`
- Put `.color("Green")`
- Draw your shape
- End with `end_fill()`

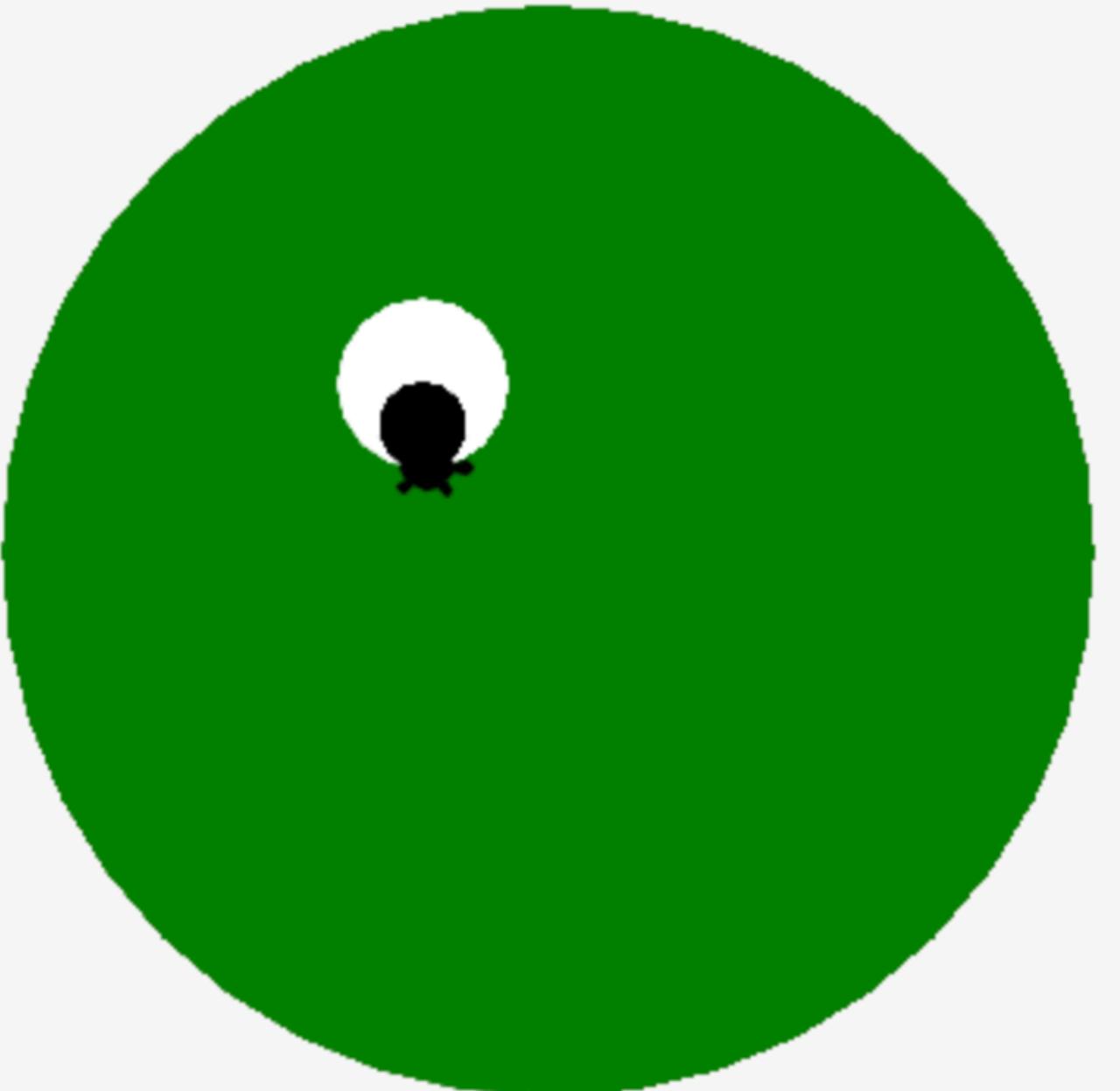
# Color fill example

trinket Run ? Modules Draft Saved

main.py

```
1 import turtle
2 tina = turtle.Turtle()
3 tina.shape('turtle')
4
5 tina.penup()
6 tina.goto(30,-150)
7 tina.begin_fill()
8 tina.color('green')
9 tina.pendown()
10 tina.circle(130)
11 tina.end_fill()
12
13 tina.penup()
14 tina.goto(0,0)
15 tina.begin_fill()
16 tina.color('white')
17 tina.pendown()
18 tina.circle(20)
19 tina.end_fill()
20
21 tina.begin_fill()
22 tina.color('black')
23 tina.circle(10)
24 tina.end_fill()
```

Result



Instructions