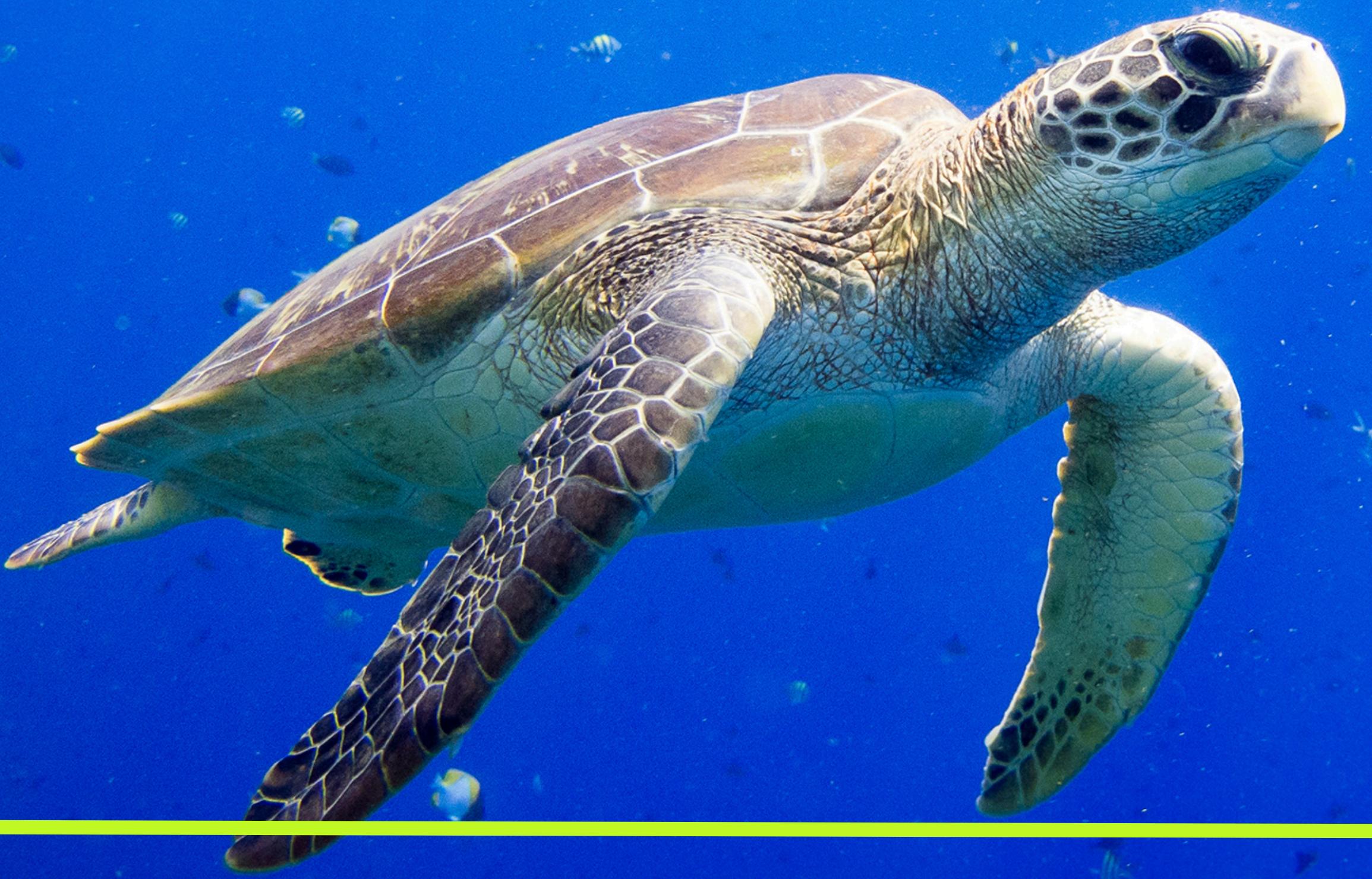


Turtle & Trinket



Python for Kids

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Setup & References

- Go to <https://trinket.io/library/trinkets/create?lang=python>
- You can also use repl.it
- If you get stuck you can use this tutorial
 - <https://hourofpython.trinket.io/a-visual-introduction-to-python#/welcome/an-hour-of-code>
 - <https://docs.python.org/3.3/library/turtle.html>

Lets learn Turtle



Turtle

- Its a UI(User Interface) library
- Library is set of code function that perform an action
- For example moving the cursor or drawing a circle
- Lets open trinket or repl and lets get started !

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



Result

Instructions



Lets make it
move



Moving

- To move we use functions like
 - `forward()` - takes parameter of how many spaces to move
 - `backward()` or `back()`
 - `right()` - only turns the cursor doesn't move
 - `left()` - only turns the cursor doesn't move

main.py

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Result

Instructions

```
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 make it move
12 ana.forward(50)
13 # only turns it left at 90 deg angle, doesnt move it
14 ana.left(90)
15
16 ana.forward(50)
17 ana.left(90)
18 ana.forward(50)
19 ana.left(90)
20 ana.forward(50)
21 ana.left(90)
22
```



Use `import` to use external modules.

Lets write
something in
color



Writing and Color !

- Lets try some functions like
 - `write(string)` - it take a string
 - `color()` - also takes a string of the color, it can take multiple

< > main.py

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```
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 write something in color
12 ana.left(90)
13 ana.forward(20)
14 ana.write("What color am I now?")
15
16 ana.forward(20)
17 ana.color("blue")
18 ana.write("What color am I now?")
19
20 ana.forward(20)
21 ana.color("purple")
22 ana.write("What color am I now?")
23
24 ana.forward(20)
25 ana.color("green")
26 ana.write("What color am I now?")
27
28 ana.forward(20)
29
30
```

Result

Instructions

The code in 'main.py' imports the 'turtle' module and creates a turtle object named 'ana'. It then sets the shape to 'turtle', moves it 20 units up, and prints 'What color am I now?'. It then moves 20 units forward, changes the color to blue, and prints the same question again. This pattern repeats for purple and green colors.

Use `import` to use external modules.