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| Command | Description |
| clear() | Clears the turtle canvas, and brings the turtle to the center of the canvas |
| forward(steps) | Moves the turtle forward by the given number of steps |
| back(steps) | Moves the turtle back by the given number of steps. |
| right() | Turns the turtle right (clockwise) through ninety degrees |
| right(angle) | Turns the turtle right (clockwise) through the given angle in degrees |
| right(angle, radius) | Turns the turtle right (clockwise) through the given angle in degrees, along the arc of a circle with the given radius |
| left(), left(angle), left(angle, radius) | These commands work in a similar manner to the corresponding right() commands |
| setPosition(x, y) | Places the turtle at the point (x, y) without drawing a line. The turtle’s head is not changed |
| changePosition(x, y) | Changes the turtle’s position by the given x and y without drawing a line |
| dot(diameter) | Makes a dot with the given diameter |
| setAnimationDelay(delay) | Sets the turtle’s speed. The specified delay is the amount of time (in milliseconds) taken by the turtle to move through a distance of one hundred steps. The default delay is 1000 milliseconds (or 1 second) |
| setPenColor(color) | Specifies the color of the pen that the turtle draws with |
| setPenThickness(size) | Specifies the width of the pen that the turtle draws with |
| setFillColor(color) | Specifies the fill color of the figures drawn by the turtle |
| setBackground(color) | You can use predefined colors for setting the background, or you can create your own colors using the Color, ColorHSB, and ColorG functions |
| penUp() | Pulls the turtle’s pen up, and prevents it from drawing lines as it moves |
| penDown() | Pushes the turtle’s pen down, and makes it draw lines as it moves. The turtle’s pen is down by default |
| hop(steps) | Moves the turtle forward by the given number of steps with thepen up, so that no line is drawn. The pen is put down after the hop. |
| cleari() | Clears the turtle canvas and makes the turtle invisible |
| invisible() | Hides the turtle |
| savePosHe() | Saves the turtle’s current position and heading, so that they caneasily be restored later with a restorePosHe() |
| restorePosHe() | Restores the turtle’s current position and heading based on an earlier savePosHe() |
| saveStyle() | Saves the turtle’s current style, so that it can easily be restoredlater with restoreStyle(). The turtle’s style includes: pen color, pen thickness, fill color, pen font, and pen up/down state |
| restoreStyle() | Restores the turtle’s style based on an earlier one |
| write(obj) | Makes the turtle write the specified object as a string at its current location |
| setPenFontSize(n) | Specifies the font size of the pen that the turtle writes with |