

Turtle Quick Reference

Turtle Pen Draw State Methods	
<code>turtle.pendown()</code>	Pulls the pen down - drawing when moving
<code>turtle.penup()</code>	Pulls the pen up - no drawing when moving
<code>turtle.pensize(width)</code>	Sets the line thickness to the specified width

Turtle Motion Methods	
<code>turtle.forward(distance)</code>	Moves the turtle forward by the specified distance in direction headed
<code>turtle.backward(distance)</code>	Moves the turtle backward by the specified distance in direction headed
<code>turtle.right(angle)</code>	Turns the turtle right by specified angle
<code>turtle.left(angle)</code>	Turns the turtle left by specified angle
<code>turtle.goto(x, y)</code>	Moves the turtle to an absolute position
<code>turtle.setx(x)</code>	Moves the turtle's x-coordinate to specified position
<code>turtle.sety(y)</code>	Moves the turtle's y-coordinate to specified position
<code>turtle.setheading(angle)</code>	Sets the orientation of the turtle to a specified angle 0-E 90-N 180-W 270-S
<code>turtle.home()</code>	Moves the turtle to the origin (0, 0) and east direction
<code>turtle.circle(r, ext, step)</code>	Draws a circle with specified radius, extent, and step
<code>turtle.dot(diameter, color)</code>	Draws a circle with the specified diameter and color.
<code>turtle.undo()</code>	Undo (repeatedly) the last turtle action(s)
<code>turtle.speed(s)</code>	Sets the turtle's speed to an integer (1 - 10) (10 Fastest) (0 Instant)

Turtle Pen Color, Filling, and Drawing Methods	
<code>turtle.color(c)</code>	Sets the pen color
<code>turtle.fillcolor(c)</code>	Sets the pen fill color
<code>turtle.begin_fill()</code>	Call this methods before filling a shape
<code>turtle.end_fill</code>	Fills the shapes drawn before last call to <code>begin_fill</code>
<code>turtle.clear()</code>	Clears the window. The state and the position not affected
<code>turtle.reset()</code>	Clears the window and resets the state and position
<code>turtle.screensize(w, h)</code>	Sets the width and height of canvas
<code>turtle.hideturtle()</code>	Makes the turtle invisible
<code>turtle.showturtle()</code>	Makes the turtle visible
<code>turtle.isvisible()</code>	Returns True if the turtle is visible
<code>turtle.write(s,</code>	Writes the string <code>s</code> ,
<code>font=("Arial", 9, "normal"))</code>	Font is triple consisting of fontname, fontsize, and fonttype