Python 3 - Turtle graphics

Lecture 24 – COMPSCI111/111G SS 2016

Today's lecture

- Recap
- The Turtle graphics package
  - Brief history
  - Basic commands
  - Drawing shapes on screen

Logo and Turtle graphics

- In 1967, Seymour Papert and Wally Feurzeig created an interpretive programming language called Logo.
- Papert added commands to Logo so that he could control a turtle robot, which drew shaped on paper, from his computer
- Turtle graphics is now part of Python
- Using the Turtle involves instructing the turtle to move on the screen and draw lines to create the desired shape

The Turtle package

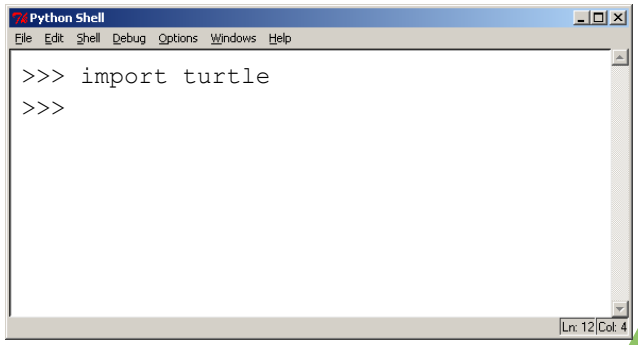
- Some functions are part of Python's core libraries, in other words they are 'built-in'
  - `print()`
  - `input()`
  - `float()`
- Other functions need to be imported into your Python program
- The `turtle` module needs to be imported at the start of any Python program that uses it:
  `import turtle`

Basic Turtle commands

- There are four basic turtle commands
- `turtle.forward(x)`
  - Moves turtle forward in direction it is facing by x steps
- `turtle.back(x)`
  - Moves turtle backward from its facing direction by x steps
- `turtle.left(x)`
  - Turns the turtle x degrees counterclockwise
- `turtle.right(x)`
  - Turns the turtle x degrees clockwise

Turtle example

- Using the Python interpreter in IDLE to demonstrate how to use Turtle graphics
- First, import the `turtle` package



Important Information

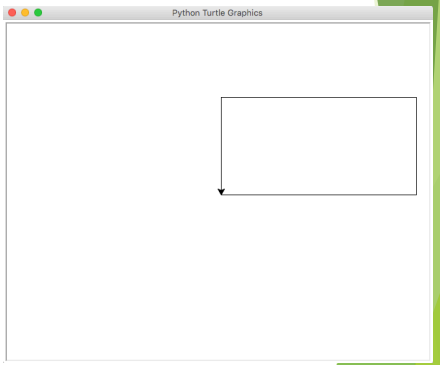
- Initial Position:
- The turtle appears as an icon
- Initial position is (0,0)
- Initial direction East (0^o)
- Colour: black
- Line width: 1 pixel
- Pen: down (ready to draw)

Exercise

- Write a Python program that draws a rectangle. The long sides must be 300 steps long and the short sides must be 150 steps long

```
import turtle

turtle.forward(300)
turtle.left(90)
turtle.forward(150)
turtle.left(90)
turtle.forward(300)
turtle.left(90)
turtle.forward(150)
```

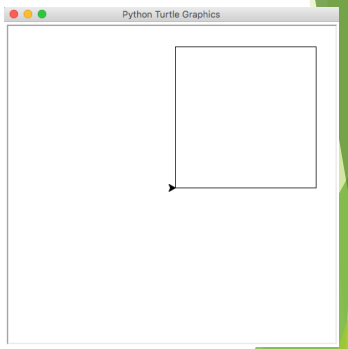


Turtle example

- We can use loops when drawing shapes using Turtle graphics
- Write a program that will draw a square using a loop

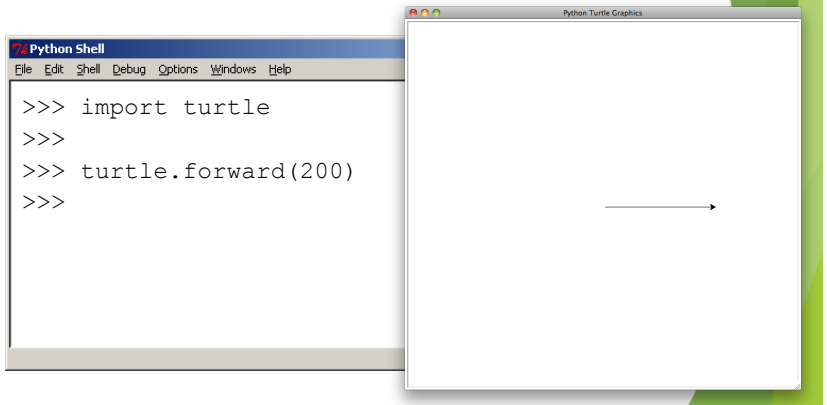
```
import turtle

count = 0
while count < 4:
    turtle.forward(200)
    turtle.left(90)
    count = count + 1
```



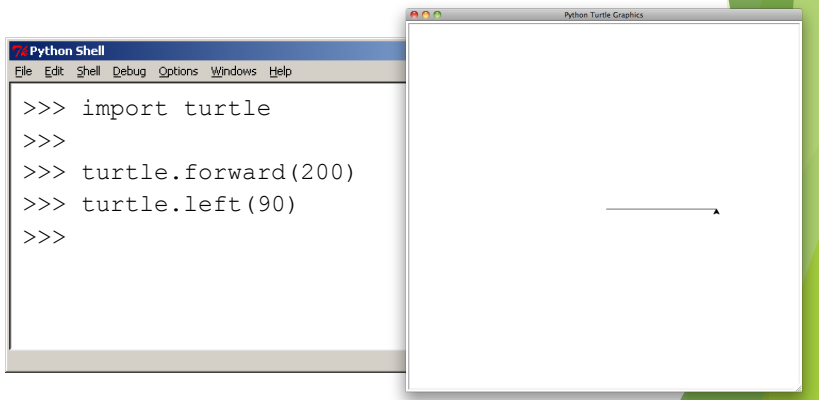
Turtle example

- We are going to draw a right-angled triangle

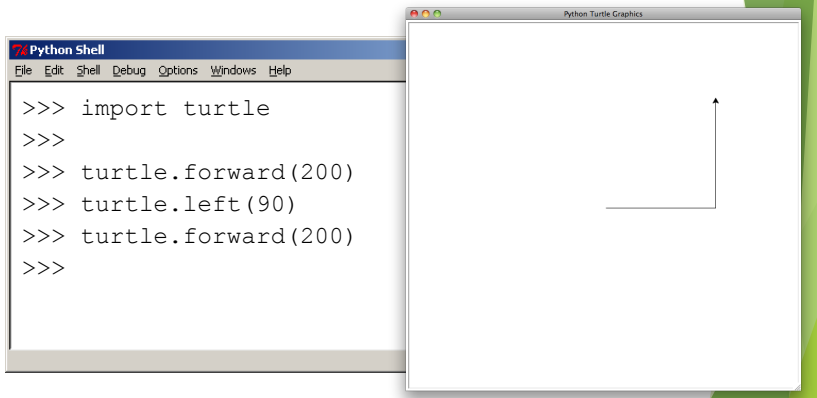


Turtle example

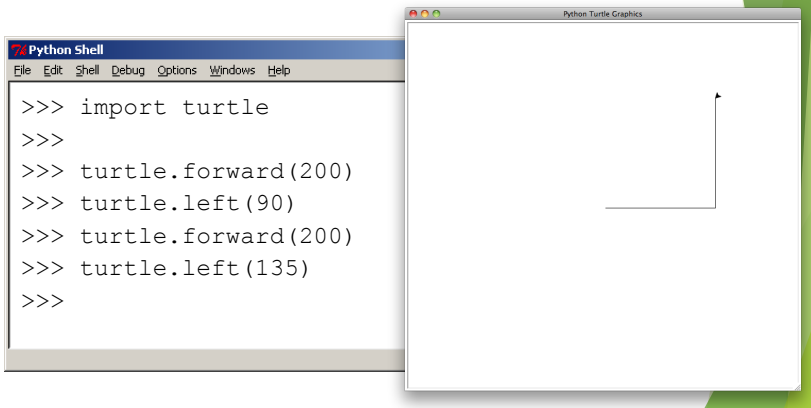
- Note how the turtle is now facing upward after being turned 90 degrees left



Turtle example

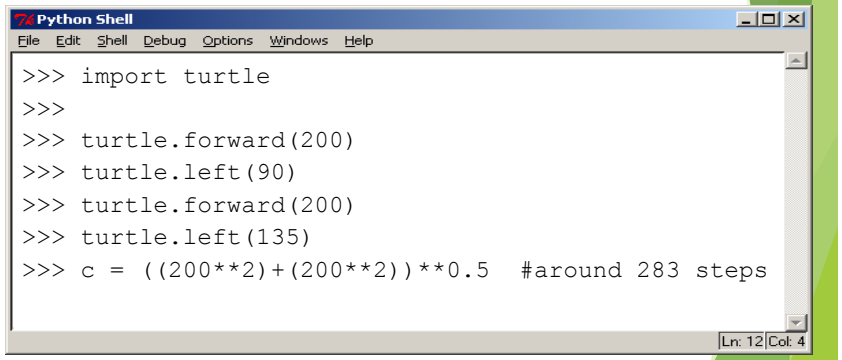


Turtle example



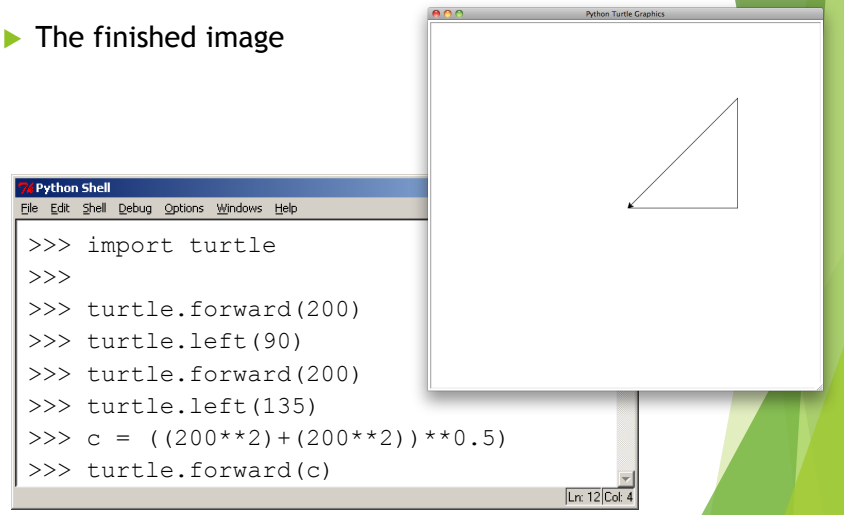
Turtle example

- Working out the length of the longest side using the Pythagoras' formula



Turtle example

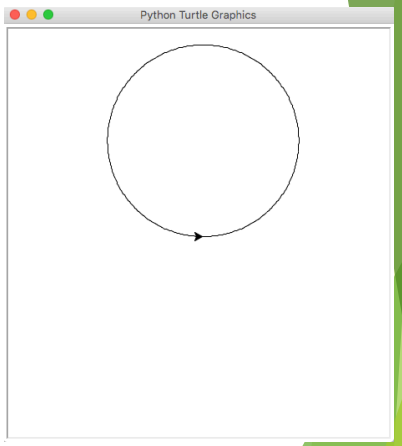
- The finished image



Turtle example

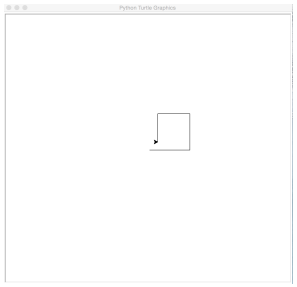
- Write a program that will draw a circle

```
import turtle
count = 0
while(count < 360):
   turtle.forward(2)
   turtle.left(1)
   count = count + 1
print("Finished!")
```



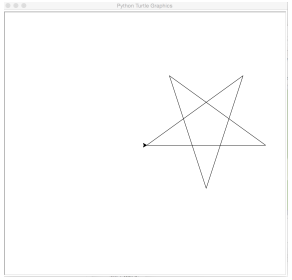
What Shape is this?

- import turtle
- count = 0
- length = 100
- while count < 4:
  - turtle.forward(length)
  - turtle.left(90)
  - count = count + 1
  - length = length -10



How to draw a star

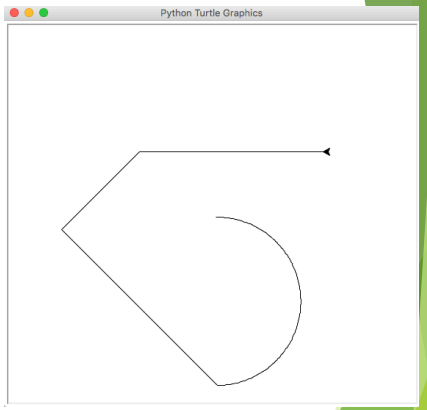
```
import turtle
count = 0
while count < 5:
    turtle.forward(300)
    turtle.left(180-36)
    count = count + 1
```



Exercise

- Draw the shape that is produced by the following Python program:

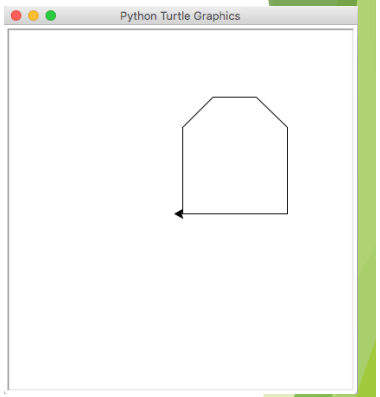
```
import turtle
count = 0
while(count < 180):
   turtle.forward(2)
   turtle.right(1)
   count = count + 1
turtle.right(45)
turtle.forward(300)
turtle.left(90)
turtle.back(150)
turtle.right(45)
turtle.back(250)
```



Exercise

```
import turtle
big_line = 100
little_line = 50
angle = 90

turtle.left(angle)
turtle.forward(big_line)
count = 0
while count < 4:
   turtle.right(angle//2)
   if count != 3:
      turtle.forward(little_line)
   else:
      turtle.forward(big_line)
   count = count + 1
turtle.right(90)
turtle.forward(130)
```



Summary

- The Turtle package must be imported into every Python program that uses it
- The Turtle has four basic commands; forward, back, left and right