

5.7. Summary of Turtle Methods

Method	Parameters	Description
<code>Turtle</code>	None	Creates and returns a new turtle object
<code>forward</code>	distance	Moves the turtle forward
<code>backward</code>	distance	Moves the turtle backward
<code>right</code>	angle	Turns the turtle clockwise
<code>left</code>	angle	Turns the turtle counter clockwise
<code>up</code>	None	Picks up the turtle's tail
<code>down</code>	None	Puts down the turtle's tail
<code>color</code>	color name	Changes the color of the turtle's tail
<code>fillcolor</code>	color name	Changes the color of the turtle will use to fill a polygon
<code>heading</code>	None	Returns the current heading
<code>position</code>	None	Returns the current position
<code>goto</code>	x,y	Move the turtle to position x,y
<code>begin_fill</code>	None	Remember the starting point for a filled polygon
<code>end_fill</code>	None	Close the polygon and fill with the current fill color
<code>dot</code>	None	Leave a dot at the current position
<code>stamp</code>	None	Leaves an impression of a turtle shape at the current location
<code>shape</code>	shapename	Should be 'arrow', 'triangle', 'classic', 'turtle', 'circle', or 'square'
<code>speed</code>	integer	0 = no animation, fastest; 1 = slowest; 10 = very fast

Once you are comfortable with the basics of turtle graphics you can read about even more options on the Python Docs Website (<http://docs.python.org/dev/py3k/library/turtle.html>). Note that we will describe Python Docs in more detail in the next chapter.

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