

// ← means comments, part of the code that won't run

//Acceptable methods!!

turnRight();	<i>//turn right by 90 degrees</i>
turnLeft();	<i>//turn left by 90 degrees</i>
turn(#);	<i>//replace # with a number as degrees</i>
forward(#);	<i>//move in current direction # pixels</i>
penUp();	<i>//stop drawing, it allows you to move around without drawing</i>
penDown();	<i>//putting the pen back on canvas, allow you to draw again</i>

When you want to move around?

- Use forward(#);

When you want to move on to the next character?

- Use penUp() first, move to your desired place, use penDown();

What do I do when I get error messages?

- COMPILE AND RUN

What do I do if I can't compile?

- CHECK YOUR BRACKETS

**Can I write code outside of the bracket? Can I delete my bracket?**

- **N000000**