Turtle

python

Moving Turtle

import turtle	Import the turtle library
t = **turtle.Pen**()	Create a new turtle called t
t.**forward** (yyy)	Move the turtle forward yyy
t.**backward** (yyy)	Move the turtle backwards yyy
t.**left** (yyy)	Turn the turtle yyy degrees to the left
t.**right** (yyy)	Turn the turtle yyy degrees to the right
t.**setheading** (yyy)	Make the turtle point in the specified direction

Headings

0 = East
90 = North
180 = West
270 = South

Changing Turtle

t.**pencolor** (“red”)	Set the line colour to be “red”
t.**fillcolor** (“green”)	Set fill colour to be “green”
t.**pensize** (yy)	Set the width of the lines
t.**begin_fill** ( )	Start filling a shape
t.**end_fill** ( )	Stop filling a shape
t.**showturtle** ( )	Show the turtle
t.**hideturtle** ( )	Hide the turtle
t.**shape** (“turtle”)	Change the turtle’s costume (shape)
t.**shapesize** (yy)	Change the size of the turtle costume

Turtle Shapes

arrow
turtle
circle
square
triangle
classic

Turtle Functions

t.**circle** (yy)	Draw a circle, of size yy, to the left of the turtle
t.**dot** (yy,“orange”)	Draw a dot of size yy at the current position
t.**stamp** ( )	‘Stamp’ a copy of turtle at the current position
t.**write** (“words”)	Write the words at the current position

Colors

Red
Pink
Orange
Green
Blue
Cyan
Yellow
Gold
Purple
Navy
Olive
Salmon
PeachPuff
Lavender
Magenta
Black
White
Gray

Positioning Turtle

t.**penup** ( )	Stop the turtle from drawing
t.**pendown** ( )	Start the turtle drawing again
t.**speed** (yy)	Set the speed of the turtle
t.**goto** (x, y)	Send the turtle to the coordinates x/y
t.**home** ( )	Send the turtle home (the centre)
t.**setx** (x)	Change the turtle’s x coordinate
t.**sety** (y)	Change the turtle’s y coordinate

Turtle’s World

screen = t.**getscreen** ( )	Get the screen
screen.**bgcolor** (“red”)	Change the colour of the screen
screen.**exitonclick** ( )	Set the screen to close when clicked
screen.**title** (“Title Here”)	Give the window a title