

Summary of Turtle Methods

Method	Parameters	Description
Turtle	None	Creates and returns a new turtle object
forward	amount	Moves the turtle forward by the specified amount
backward	amount	Moves the turtle backward by the specified amount
right	angle	Turns the turtle clockwise
left	angle	Turns the turtle counter clockwise
penup	None	Picks up the turtle's pen
pendown	None	Puts down the turtle's pen
up	None	Picks up the turtle's pen
down	None	Puts down the turtle's pen
color	color name	Changes the color of the turtle's pen
fillcolor	color name	Changes the color of the turtle will use to fill a polygon
heading	None	Returns the current heading
position	None	Returns the current position
goto	x,y	Move the turtle to position x,y
begin_fill	None	Remember the starting point for a filled polygon
end_fill	None	Close the polygon and fill with the current fill color
dot	None	Leave a dot at the current position
stamp	None	Leaves an impression of a turtle shape at the current location
shape	shapename	Should be 'arrow', 'classic', 'turtle', or 'circle'

Note

This workspace is provided for your convenience. You can use this activecode window to try out anything you like.