Turtle Defaults

What happens if we don't set the turtle shape and color? Click run on the program below to find out. What color is the default? What shape is the default?

```
from turtle import *          # use types in the turtle module
canvas = Screen()             # get a canvas for a turtle to draw on
canvas.setup(400,200)         # set the canvas width and height
emily = Turtle()              # create a new turtle named emily
emily.left(180)               # turn emily left 180 degrees
emily.forward(50)             # move emily forward 50 pixels

```

ActiveCode: 1 (a_4)

Run

Save Load

Check your understanding

trl-1: What is the default shape for a turtle?

- a) the turtle shape
- b) the circle shape
- c) the arrow shape
- d) the triangle shape

Check Me Compare Me

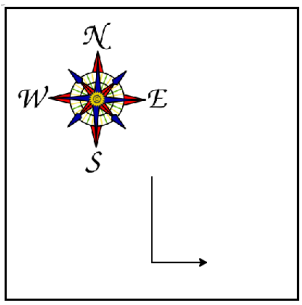
trl-2: What is the default color for a turtle?

- a) blue
- b) green
- c) black
- d) white

Check Me Compare Me

Mixed up programs

trl-3: The following program uses a turtle to draw a capital L as shown in the picture to the left of this text, but the lines are mixed up. The program should do all necessary set-up: import types from the turtle module, get the screen/canvas to draw on, and create the turtle. Remember that the turtle starts off facing east when it is created. The turtle should turn to face south and draw a line that is 150 pixels long and then turn to face east and draw a line that is 75 pixels long. We have added a compass to the picture to indicate the directions north, south, west, and east.



Drag the blocks of statements from the left column to the right column and put them in the right order. Then click on *Check Me* to see if you are right. You will be told if any of the lines are in the wrong order.

Drag from here

Drop blocks here

```
from turtle import *
canvas = Screen()
emily = Turtle()
```

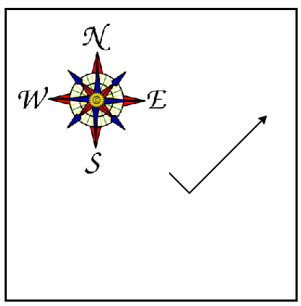
```
emily.right(90)
emily.forward(150)
```

```
emily.left(90)
emily.forward(75)
```

Check Me | Reset

Perfect!

trl-4: The following program uses a turtle to draw a checkmark as shown to the left, but the lines are mixed up. The program should do all necessary set-up: import types from the turtle module, get the screen/canvas to draw on, and create the turtle. The turtle should turn to face southeast, draw a line that is 75 pixels long, then turn to face northeast, and draw a line that is 150 pixels long. We have added a compass to the picture to indicate the directions north, south, west, and east. Northeast is between north and east. Southeast is between south and east.



Drag the blocks of statements from the left column to the right column and put them in the right order. Then click on *Check Me* to see if you are right. You will be told if any of the lines are in the wrong order.

Drag from here

Drop blocks here

```
from turtle import *
```

```
canvas = Screen()
```

```
maria = Turtle()
```

```
maria.right(45)
maria.forward(75)
```

```
maria.left(90)
maria.forward(150)
```

Check Me | Reset

Perfect!