Turtle Operations

Turtle Method	What It Does
t = Turtle ()	Creates a new **Turtle** object and opens its window
t.home()	Moves **t** to the center of the window and then points **t** east
t.up()	Raises **t**'s pen from the drawing surface
t.down()	Lowers **t**'s pen to the drawing surface
t.setheading(degrees)	Points **t** in the indicated direction, which is specified in degrees
t.left(degrees) t.right(degrees)	Rotates **t** to the left or the right by the specified degrees
t.goto(x, y)	Moves **t** to the specified position
t.forward(distance)	Moves **t** to the specified distance in the current direction
t.pencolor(r, g, b) t.pencolor(string)	Changes the pen color of **t** to the specified RGB value or to the specified string
t.fillcolor(r, g, b) t.fillcolor(string)	Changes the fill color of **t** to the specified RBG value or to the specified string
t.begin_fill() t.end_fill()	Enclose a set of turtle commands that will draw a filled shape using the current fill color
t.clear()	Erases all of the turtle's drawings, without changing the turtle's state
t.width(pixels)	Changes the width of t to the specified number of pixels
t.hideturtle() t.showturtle()	Makes the turtle invisible or visible
t.position()	Returns the current position (x, y) of t
t.heading()	Returns the current direction of t

t.isdown()	Returns True if t's pen is down or False otherwise
t.screen.bgcolor()	Change the background color of the turtle window
t.screen.bgpic(image.xxx)	Set the background of the turtle window to an image
t.screen.title("")	Set the title of the screen to something else
t.color(colorname)	Changing the turtle color
t.shape(shape)	Change the shape of the turtle – arrow, turtle, circle, square, triangle, classic
t.shapesize(nn)	Change the size of the turtle