



Etch A Sketch!

W1D5

goto(x,y) - goes to coordinate

- Useful when you know exactly where you want to draw

```
size = 100  
#Using goto
```

```
draw.goto(0, size)  
draw.goto(-size, size)  
draw.goto(-size, 0)  
draw.goto(0,0)
```

forward(distance) - moves turtle forward in direction it is facing
right(degrees) - turns turtle right by x degrees

- Allows you to move without knowing exactly where you are

```
draw.forward(size)  
draw.right(90)  
draw.forward(size)  
draw.right(90)  
draw.forward(size)  
draw.right(90)  
draw.forward(size)
```

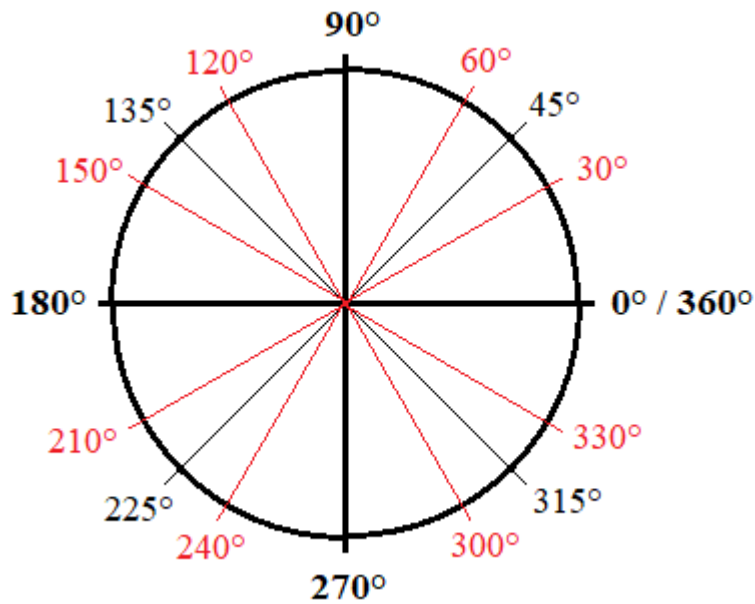
setheading(degrees) - turns the turtle to face that direction, regardless of where turtle is currently facing

```
draw.setheading(90) # faces up (N)
```

```
draw.setheading(180) #faces left (W)
```

```
draw.setheading(270) #faces down (S)
```

```
draw.setheading(0) #faces right (E)
```



Etch-A-Sketch Project

- For more [turtle commands go here](#)

