



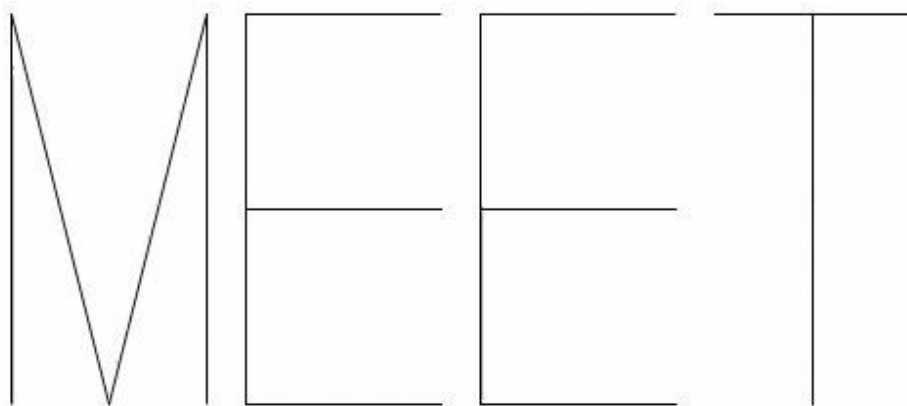
## MEET Y1 - Module 1 - Lab 2

### Intro to Turtle

#### Get Ready!

0. Type `startlab`, enter your username and module **1**!  
Change to the correct directory by following the directions.
1. Open **IDLE3** with `idle3` &
2. Go to *File* → *New File*
3. Then go to *File* → *Save As...*
4. Name your file `MEETinTurtle.py`

**By the end of the lab, you will be able to make this!**



## Instructions

1. Copy the code below into **IDLE3**

```
import turtle

# Everything that comes after the # is a
# comment.
# It is a note to the person reading the code.
# The computer ignores it.
# Write your code below here...

# ...and end it before the next line.
turtle.mainloop()
```

2. We will need to tell the **Turtle** to move and draw lines to draw the word *MEET*. Commands we will need to use:

```
turtle.penup()    #Brings the pen up, so
                  #nothing will be drawn
turtle.pendown()  #Puts the pen down, so we
                  #are ready to draw!
turtle.goto(x,y)  #Go to the position
"x"&"y",
                  #but write in numbers
                  #instead
```

3. Draw the *M* using the `pendown`, `goto`, and `penup` commands, as shown below. Every time you finish a line, press the `F5` key on your keyboard to run all the commands you have written.

```
turtle.penup() #Pick up the pen so it doesn't
               #draw
turtle.goto(-200,-100) #Move the turtle to the
                       #position (-200, -100)
                       #on the screen
turtle.pendown() #Put the pen down to start
                 #drawing

#Draw the M:
turtle.goto(-200,-100+200)
turtle.goto(-200+50,-100)
turtle.goto(-200+100,-100+200)
turtle.goto(-200+100,-100)
```

4. Get the idea? Now, pick the pen up to move to the location where you want to draw the *E*.
5. Draw the *E* : You'll need to draw a vertical line, |, and three horizontal lines, -, using `turtle.penup()`, `turtle.pendown()`, and `turtle.goto(x,y)`.
6. Move the **Turtle** to the place where you want to start drawing the next *E* with `turtle.penup()` and `turtle.goto(x,y)`.
7. Draw the next *E*.
8. Move the **Turtle** to the place where you want to start drawing the *T*.
9. Draw the *T* and you're done! **Save** your file!

**Bonus:**

1. Draw your own name!  
Save it in a new file called `myNameinTurtle.py`
2. Then draw your partner's name!  
Save it in a new file called `partnerNameinTurtle.py`

**Show your partner and an instructor!**

**And don't forget to type `endlab` to finish!**