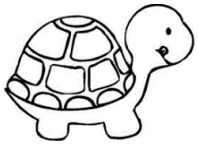
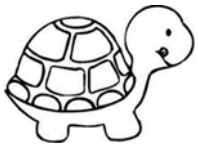


At the top of your code write: from turtle import Turtle

Method	Action
t = Turtle()	Creates our turtle named t. turtle automatically starts at (0,0) on the canvas
t.goto(x,y)	turtle goes to the (x,y) coordinate of our canvas
t.right(d)	turtle goes d degrees to the right
t.left(d)	turtle goes d degrees to the left
t.forward(x)	turtle goes forward x points
t.backward(x)	turtle goes backward x points
t.up()	Lifts up the turtle's pen
t.down()	Puts down the turtle's pen
t.color('blue')	Changes the color of the turtle's pen to blue
t.begin_fill()	Remembers the starting point for a polygon to be filled
t.fillcolor('pink')	Sets the color of our polygon fill to pink
t.end_fill()	Lets the turtle know the polygon is filled
t.pensize(s)	Set the size of the pen to size s
t.circle(r)	Creates a circle with radius r
t.hideturtle()	Hides the turtle
t.showturtle()	Shows the turtle



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