

# 07-Python-Drawing-and-Loops

## Drawing and Loops

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### Turtles!

Turtle is a library that helps us visually interact with Python code.

To draw on the screen with the turtle library, we need to create turtles first.

### Turtle Boilerplate

**Boilerplate** is code that is frequently copied and pasted. Its general use is to set up an environment.

```
import turtle

wn = turtle.Screen() # Set up the window and its attributes
wn.bgcolor("lightgreen")

# TMNT - turtles

wn.exitonclick()
```

### Creating Turtles

The names of the Teenage Mutant Ninja Turtles

Blue bandana - Leonardo (leo)

Red bandana - Raphael (raph)

Purple bandana - Donatello (donnie)

Orange bandana - Michaelangelo (mikey)

To draw on the screen, we need to create **turtle objects**.

to create a turtle, we can do the following.

```
# create a turtle called mikey
mikey = turtle.Turtle()
```

### Functions and Turtles

## Loops/Literation

- **Iteration** is a word that means repetition.  
If we ever want to repeat a code we can use a couple of methods.
- When we know **how many times we want repeat something** we use for loops.

```
## print "Hello" 10 times
for _ in range(10)
print("Hello")

# example of a loop is a 'counter'
for counter in range(100)
print(counter).    #0,1,2, ....,99
```