

## Python Basic 30 Comands By Asp\_Techie

### Vignesh

Command	Explanation	Example Code
shape()	Changes the shape of the turtle.	<code>turtle.shape("turtle")</code>
up()	Picks up the turtle's pen.	<code>turtle.up()</code>
down()	Puts down the turtle's pen.	<code>turtle.down()</code>
backward()	Moves the turtle backward by a specified number of pixels.	<code>turtle.backward(100)</code>
forward()	Moves the turtle forward by a specified number of pixels.	<code>turtle.forward(100)</code>
color()	Changes the color of the turtle's pen.	<code>turtle.color("red")</code>
position()	Gets the current position of the turtle.	<code>turtle.position()</code>
goto()	Moves the turtle to a specified position.	<code>turtle.goto(100, 100)</code>
left()	Turns the turtle left by a specified number of degrees.	<code>turtle.left(90)</code>
right()	Turns the turtle right by a specified number of degrees.	<code>turtle.right(90)</code>

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<code>begin_fill()</code>	Starts a fill operation.	<code>turtle.begin_fill()</code>
<code>end_fill()</code>	Ends a fill operation.	<code>turtle.end_fill()</code>
<code>fillcolor()</code>	Sets the fill color for the next fill operation.	<code>turtle.fillcolor("blue")</code>
<code>dot()</code>	Draws a dot at the turtle's current position.	<code>turtle.dot(10)</code>
<code>clear()</code>	Erases everything that the turtle has drawn.	<code>turtle.clear()</code>
<code>reset()</code>	Resets the turtle to its initial position and orientation.	<code>turtle.reset()</code>
<code>hideturtle()</code>	Hides the turtle.	<code>turtle.hideturtle()</code>
<code>pendown()</code>	Puts down the turtle's pen.	<code>turtle.pendown()</code>
<code>pensize()</code>	Sets the size of the turtle's pen.	<code>turtle.pensize(10)</code>
<code>speed()</code>	Sets the speed of the turtle.	<code>turtle.speed(10)</code>
<code>radians()</code>	Gets the current heading of the turtle in radians.	<code>turtle.radians()</code>
<code>home()</code>	Moves the turtle back to its home position.	<code>turtle.home()</code>
<code>write()</code>	Writes text at the turtle's current position.	<code>turtle.write("Hello, world!")</code>
<code>circle()</code>	Draws a circle centered at	<code>turtle.circle(50)</code>

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the turtle's current position.

`clearscreen()`

Erases the turtle's window.

`turtle.clearscreen()`

`exitonclick()`

Exits the program when the  
user clicks on the window.

`turtle.exitonclick()`