

COMP1021 Basic Turtle Command Summary V1

`turtle.up()`

Pulls the pen up, so no drawing when moving.

Alternative command names: `penup()`, `pu()`

`turtle.down()`

Puts the pen down, so drawing when moving.

Alternative command names: `pendown()`,
`pd()`

`turtle.goto(X, Y)`

Moves turtle to the absolute position (X, Y).

Alternative command names: `setpos()`,
`setposition()`

`turtle.forward(DISTANCE)`

Moves the turtle forward by *DISTANCE*, in the direction of the turtle.

Alternative command name: `fd()`

`turtle.backward(DISTANCE)`

Moves the turtle backward by *DISTANCE*, opposite to the direction the turtle is headed. Does not change the direction of the turtle.

Alternative command names: `bk()`, `back()`

`turtle.left(ANGLE)`

Turns turtle left by *ANGLE* degrees.

Alternative command name: `lt()`

`turtle.right(ANGLE)`

Turns turtle right by *ANGLE* degrees.

Alternative command name: `rt()`

`turtle.dot(SIZE)`

Draws a filled circle with diameter *SIZE*. The center is at the current position of the turtle. The circle is always filled and cannot be made hollow.

`turtle.circle(RADIUS, EXTENT)`

Draws a circle with given *RADIUS*. The center is *RADIUS* units left of the turtle; *EXTENT* is an angle that determines how many degrees of the circle is drawn. *EXTENT* can be omitted to draw the entire circle.

`turtle.write("TEXT", font=("FONTTYPE", FONTSIZE, "FONTSTYLE"))`

Writes *TEXT* with the specified font, for example, `font=("Arial", 8, "bold")`

`turtle.width(WIDTH)`

Sets the line thickness to *WIDTH*.

Alternative command name: `pensize()`

`turtle.pencolor(PENCOLOR)`

Sets the pen color to *PENCOLOR*.

`turtle.fillcolor(FILLCOLOR)`

Sets the fill color to *FILLCOLOR*.

`turtle.color(PENCOLOR, FILLCOLOR)`

Sets the pen color to *PENCOLOR* and sets the fill color to *FILLCOLOR* at the same time.

`turtle.begin_fill()`

Begins the color filling. It should be put before the drawing code of the shape(s) that you want to fill.

`turtle.end_fill()`

Ends the color filling. It should be put after the drawing code of the shape(s) that you want to fill.

`turtle.clear()`

Deletes the turtle's drawings from the screen.

`turtle.speed(SPEED)`

Sets the turtle's animation speed to *SPEED*.

1 is the slowest, 10 is the fastest. 0 means no animation, i.e. instant drawing.

`turtle.undo()`

Undoes the last turtle action.

`turtle.done()`

Finishes the turtle graphics drawing procedure. It must be written at the end of a turtle program. Otherwise the turtle graphics window will freeze.