

# Draw Turtles

0.1

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# Chapter 1

## Namespace Index

### 1.1 Packages

Here are the packages with brief descriptions (if available):

|  |                   |
|--|-------------------|
| <a href="#">mindstorms</a>                         |                   |
| Programming Foundations with Python - 2A . . . . . | <a href="#">5</a> |



## Chapter 2

# File Index

### 2.1 File List

Here is a list of all files with brief descriptions:

|                               |   |
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| <a href="#">mindstorms.py</a> | 7 |
|-------------------------------|---|





## Chapter 3

# Namespace Documentation

### 3.1 mindstorms Namespace Reference

Programming Foundations with Python - 2A.

#### Functions

- def `draw_square`  
*Draw Square with Turtle.*

#### Variables

- tuple `window` = `turtle.Screen()`
- tuple `turtle_obj` = `turtle.Turtle()`

#### 3.1.1 Detailed Description

Programming Foundations with Python - 2A.

This .py package is for the turtle functions of the first project of 'Programming Foundations with Python'.

#### Author

Richard O'Grady

#### Version

0.1

#### Date

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#### Copyright

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### 3.1.2 Function Documentation

#### 3.1.2.1 `def mindstorms.draw_square ( )`

Draw Square with Turtle.

Draw a square, anchored at the top-left corner (due south-west of the turtles origin.)

### 3.1.3 Variable Documentation

#### 3.1.3.1 `tuple mindstorms.turtle_obj = turtle.Turtle()`

#### 3.1.3.2 `tuple mindstorms.window = turtle.Screen()`

## Chapter 4

# File Documentation

### 4.1 mindstorms.py File Reference

#### Namespaces

- [mindstorms](#)

*Programming Foundations with Python - 2A.*

#### Functions

- `def mindstorms.draw\_square`

*Draw Square with Turtle.*

#### Variables

- tuple `mindstorms.window = turtle.Screen()`
- tuple `mindstorms.turtle\_obj = turtle.Turtle()`

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