🐢 Python Turtle Guide

A quick reference for properties and commands, grouped by function

🎨 1. Appearance & Style

What it does	Command	Notes
Set turtle shape	`t.shape("turtle")`	Options: `"arrow"`, `"turtle"`, `"circle"`, `"square"`, `"triangle"`, `"classic"`
Change turtle color	`t.color("blue")`	Sets both pen and fill color
Set pen and fill separately	`t.color("blue", "red")`	`"pen color"`, `"fill color"`
Set fill color only	`t.fillcolor("orange")`	Used with `.begin_fill()` and `.end_fill()`
Change pen size	`t.pensize(5)`	In pixels
Change drawing speed	`t.speed(1)`	0 = instant, 1 (slowest) to 10 (fastest)
Stamp turtle shape	`t.stamp()`	Leaves a turtle-shaped stamp

✍️ 2. Drawing & Pen Control

What it does	Command	Notes
Start filling a shape	`t.begin_fill()`	Use before drawing the shape
End filling a shape	`t.end_fill()`	Use after drawing the shape
Lift the pen (no drawing)	`t.penup()`	Turtle moves without drawing
Put the pen down (draw)	`t.pendown()`	Resumes drawing
Set pen color	`t.pencolor("green")`	Just pen line, not fill
Hide turtle icon	`t.hideturtle()`	Turtle still draws
Show turtle icon	`t.showturtle()`	Makes it visible again
Clear drawing (not position)	`t.clear()`	Clears the canvas
Reset turtle (full reset)	`t.reset()`	Clears and resets position and style

🧭 3. Motion & Direction

What it does	Command	Notes
Move forward	`t.forward(100)`	Moves in the current heading
Move backward	`t.backward(50)`	Moves opposite to heading
Turn right (clockwise)	`t.right(90)`	Angle in degrees
Turn left (counter-clockwise)	`t.left(45)`	Angle in degrees
Move to coordinates	`t.goto(x, y)`	Absolute position
Set direction (heading)	`t.setheading(90)`	0 = East, 90 = North, etc.
Face towards position	`t.towards(x, y)`	Returns angle to a point
Move to home (0, 0)	`t.home()`	Center of the screen
Circle drawing	`t.circle(radius)`	Positive = left, Negative = right

🔍 4. Positioning & Coordinates

What it does	Command	Notes
Get current position	`t.pos()`	Returns (x, y)
Get current heading angle	`t.heading()`	0–360 degrees
Check if pen is down	`t.isdown()`	Returns True or False
Distance to a point	`t.distance(x, y)`	Returns float

🖥️ 5. Screen Control

What it does	Command	Notes
Create screen	`screen = turtle.Screen()`	Needed for background settings
Set background color	`screen.bgcolor("skyblue")`	Nice for contrast
Set screen title	`screen.title("My Drawing")`	Window tab title
Close on click	`screen.exitonclick()`	Keeps window open until click