# **Python Turtle**



- https://realpython.com/beginners-guide-python-turtle/
- https://docs.python.org/3/library/turtle.html

#### What is Resolution?



- Your laptop has a resolution, this is described in terms of how many pixels can be displayed at once.
- A Youtube or TicToc video will have a resolution, described the same way, for instance 720p or 1080p which is also expressed as:
  - 720p = 1280x720
  - 1080p = 1280x1080
- The first number is usually the width, the second is the height.
- So a 720p video is 1280 pixels wide and 720 pixels high

### X, Y Coordinates



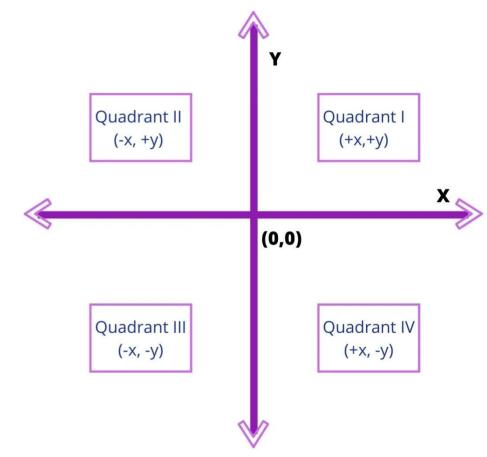
- In Computer Graphics the position of a pixel is expressed as its X, Y coordinates.
- The Y is the position across the screen or windows width, while the X is the position across its height.



## **Python Window Coordinates**



- The goto(x, y) command for turtle positions the turtle in the window.
- The coordinates are a bit weird, when X=0, and Y=0, the turtle is in the middle of the window!
- Top left of a 360x360 window is:
  - X=-160, Y=160
- Bottom right of a 360x360 window is:
  - X=-160, Y=-160



### Samples



- square.py draws a square (obviously :-)
- Initials.py try to draw your initials with the turtle
- race.py race those turtles
- pong.py a version of the rather ancient game called pong, advanced users might be able to figure out how to make it single player

#### **Exercises**



- Change square.py
  - Change the colour
  - Draw a different shape
  - See how many shapes you can draw all at once!
- Change race.py
  - Change the **Finished** text to display the name of the winning turtle, for example change 'Finished' so it says 'Blue Finished First', of course if blue finished first!
    - You will need to think a little about this and perhaps use an if statement with conditions!
  - Rig the race, so that your favourite coloured turtle always wins!
- Improve the pong game
  - You have to move the paddle to make the ball bounce of it, otherwise it goes right through
  - Make it single player (no left paddle)