

Required code to set up the turtle:

```
import turtle  
bob = turtle.Turtle()  
bob.shape('turtle')
```



Movement commands:

```
bob.forward(100)  
bob.backward(40)
```

How many steps
to take

unit 3

Pen commands:

```
bob.penup()  
bob.pendown()  
bob.pensize(2)  
bob.color('red')
```

How thick you
want the pen

What color you
want the pen

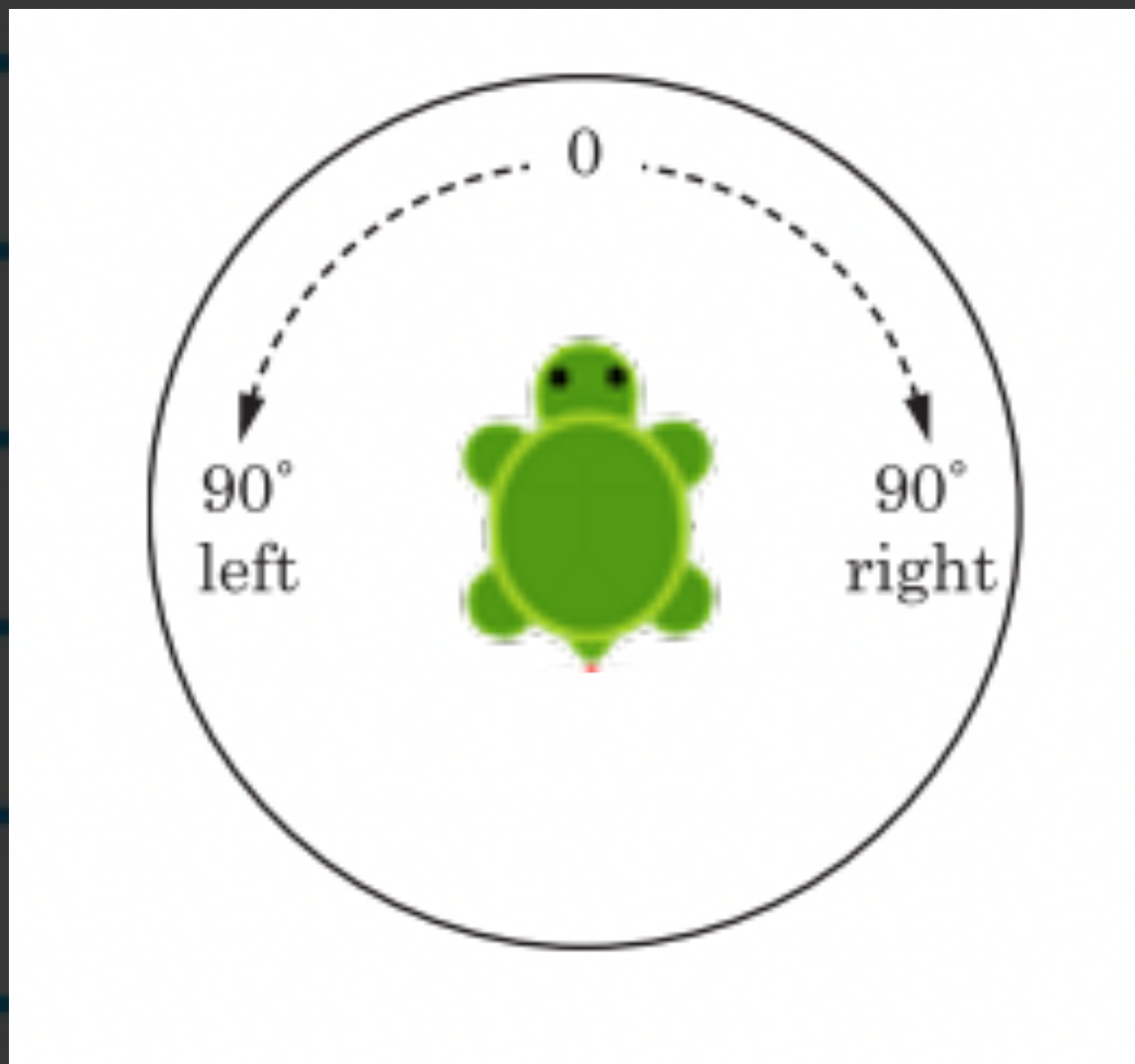
Rotation commands:

How many
degrees to turn

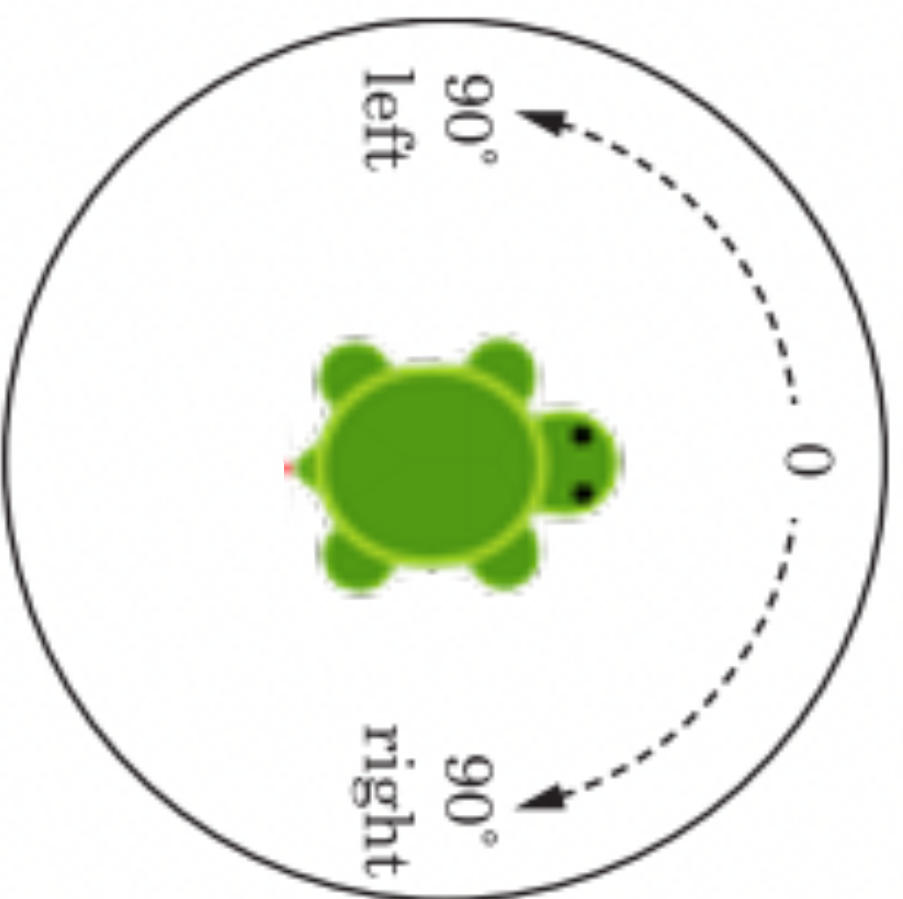
```
bob.right(45)  
bob.left(180)
```

unit 3

How turning works:



The turtle
turns based
on the
direction it
faces!



- Go to repl.it and create a new project named **drawAnL**