

unit 3

Lesson 6:

Turtle Graphics in Python

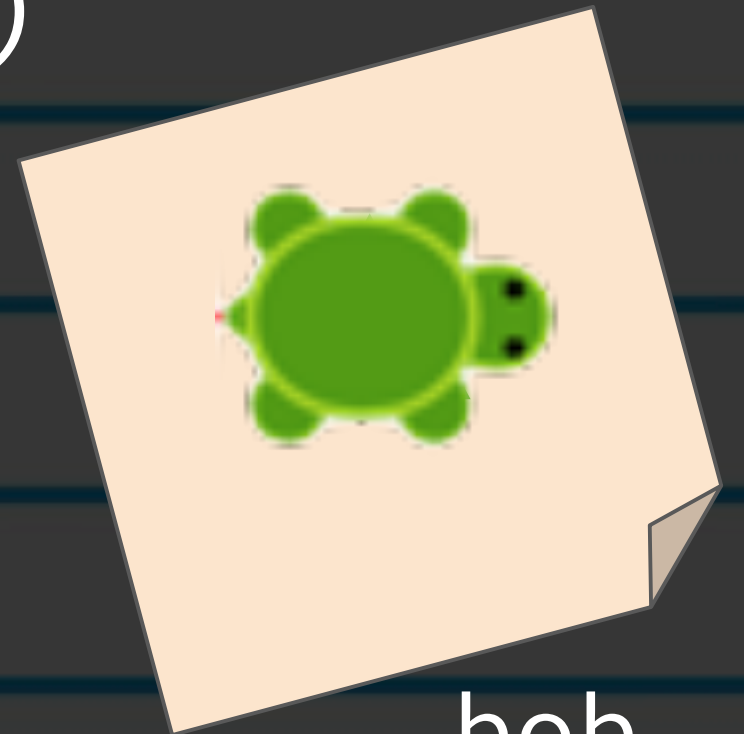
unit 3

Fact: We teach the computer to draw using a "turtle".

unit 3

Required code to set up the turtle:

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



bob

unit 3

We can move the turtle in the direction it faces:


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

How far to move

The turtle draws a line as it moves.

unit 3

We can turn the turtle to change the direction it faces:



How far it turns to
the right

```
bob.right(90)
```

The turtle does not draw when it turns.

- Go to repl.it and open the project you forked yesterday.
- (If you didn't fork it yesterday, create a new project.