24. Program Frameworks

The modules described in this chapter are frameworks that will largely dictate the structure of your program. Currently the modules described here are all oriented toward writing command-line interfaces.

The full list of modules described in this chapter is:

- 24.1. `turtle` — Turtle graphics
  - 24.1.1. Introduction
  - 24.1.2. Overview of available Turtle and Screen methods
    - 24.1.2.1. Turtle methods
    - 24.1.2.2. Methods of TurtleScreen/Screen
  - 24.1.3. Methods of RawTurtle/Turtle and corresponding functions
    - 24.1.3.1. Turtle motion
    - 24.1.3.2. Tell Turtle's state
    - 24.1.3.3. Settings for measurement
    - 24.1.3.4. Pen control
      - 24.1.3.4.1. Drawing state
      - 24.1.3.4.2. Color control
      - 24.1.3.4.3. Filling
      - 24.1.3.4.4. More drawing control
    - 24.1.3.5. Turtle state
      - 24.1.3.5.1. Visibility
      - 24.1.3.5.2. Appearance
    - 24.1.3.6. Using events
    - 24.1.3.7. Special Turtle methods
    - 24.1.3.8. Compound shapes
  - 24.1.4. Methods of TurtleScreen/Screen and corresponding functions
    - 24.1.4.1. Window control
    - 24.1.4.2. Animation control
    - 24.1.4.3. Using screen events
    - 24.1.4.4. Input methods
    - 24.1.4.5. Settings and special methods
    - 24.1.4.6. Methods specific to Screen, not inherited from TurtleScreen
  - 24.1.5. Public classes
  - 24.1.6. Help and configuration
    - 24.1.6.1. How to use help
    - 24.1.6.2. Translation of docstrings into different languages
    - 24.1.6.3. How to configure Screen and Turtles
  - 24.1.7. `turtledemo` — Demo scripts
  - 24.1.8. Changes since Python 2.6
  - 24.1.9. Changes since Python 3.0

- 24.2. `cmd` — Support for line-oriented command interpreters
  - 24.2.1. Cmd Objects
  - 24.2.2. Cmd Example
- 24.3. `shlex` — Simple lexical analysis
  - 24.3.1. shlex Objects
  - 24.3.2. Parsing Rules
  - 24.3.3. Improved Compatibility with Shells