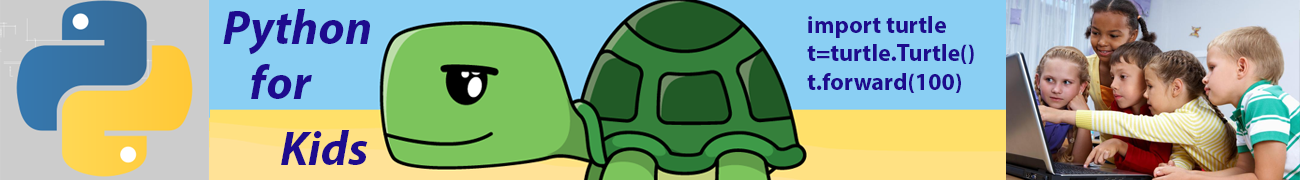
****

**Lesson 2: Main Colour Commands**

**Summary:**

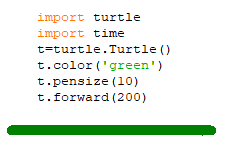
|  |  |
| --- | --- |
| **Code Instruction** | **What it does** |
| **t.color(‘green’)** | **Set the line color to be green** |
| **t.fillcolor(‘gold’)** | **Set fill color to be gold** |
| **t.begin\_fill()** | **Start filling a shape** |
| **t.end\_fill()** | **Stop filling a shape** |
| **t.color(‘green’,’red’)** | **Set the line color to be green and shape color to be red** |
| **t.penup()** | **Stop the turtle from drawing** |
| **t.pendown()** | **Start the turtle drawing again** |
| **t=turtle.Tutrtle(‘turtle’)** | **Set turtle shape as turtle\*\*\*** |

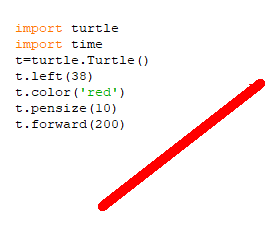
\*\*\*For kids who use trinket editor instead one line it is necessary to insert two lines

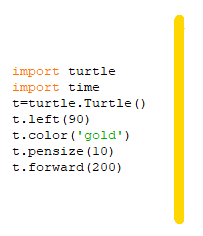
t=turtle.Turtle()

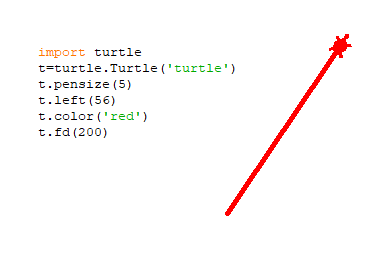
t.shape(‘turtle’)

1. **Example #1** (Draw line)

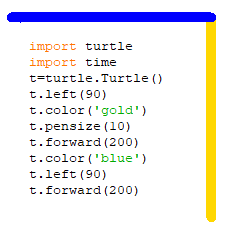


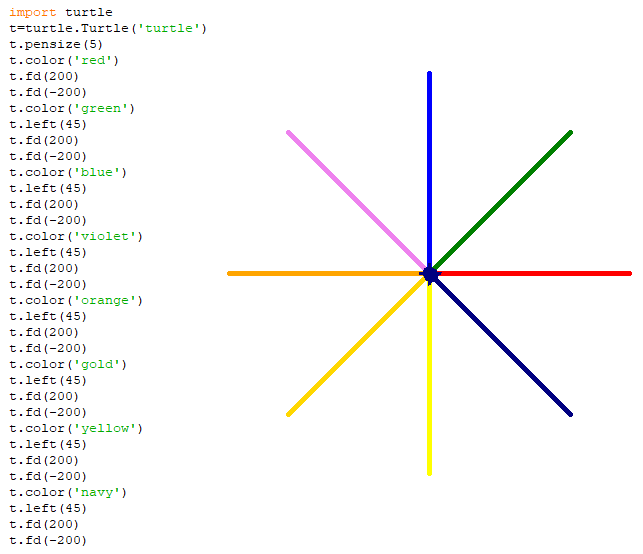




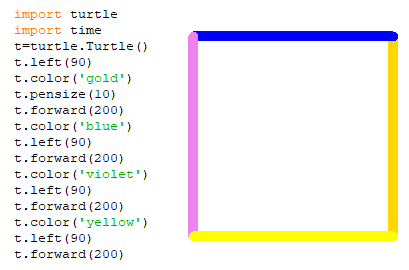


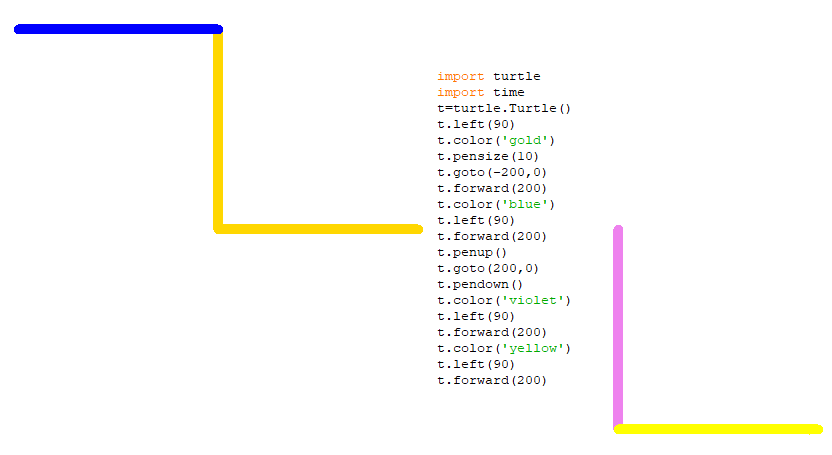
1. **Example #2** (Draw a few lines)



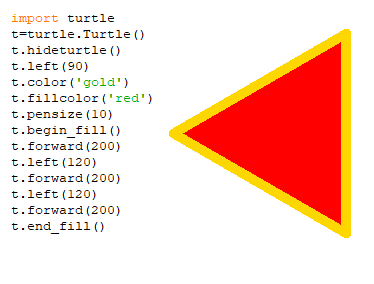


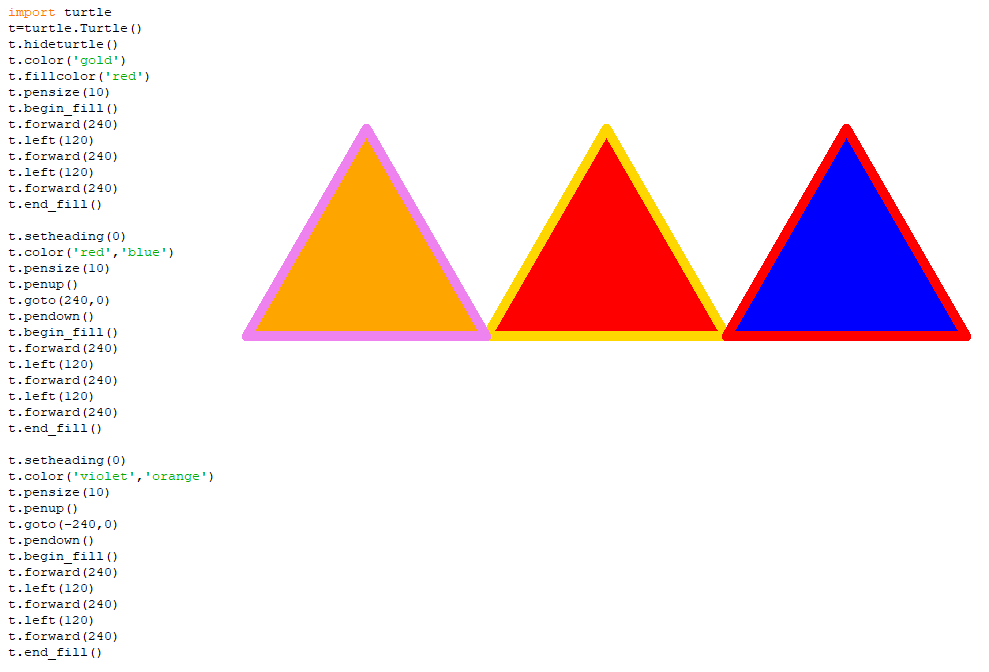




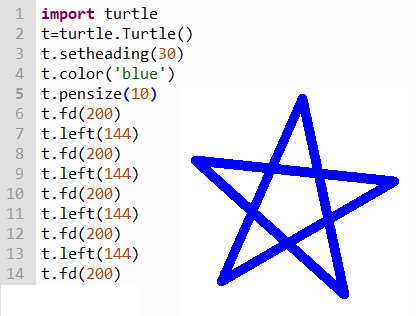


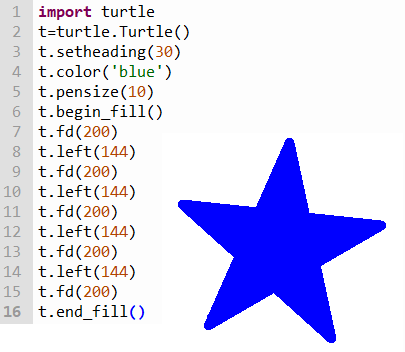
1. **Example #3**(Colour filled geometric shapes)

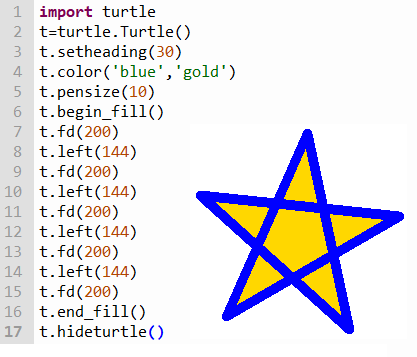


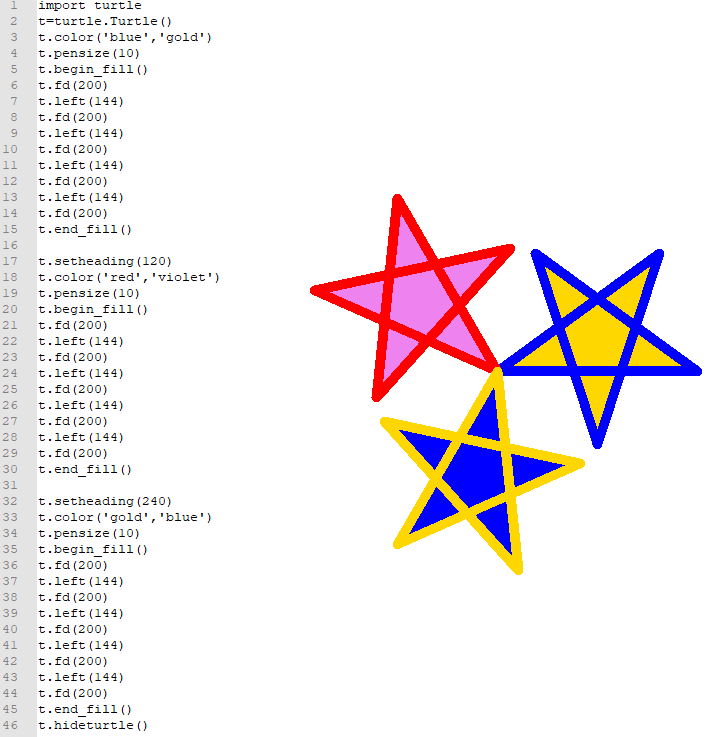


1. **Example #4**(Colour star)



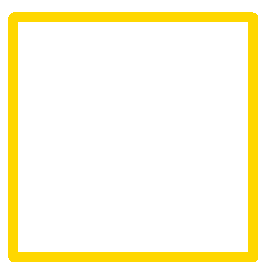




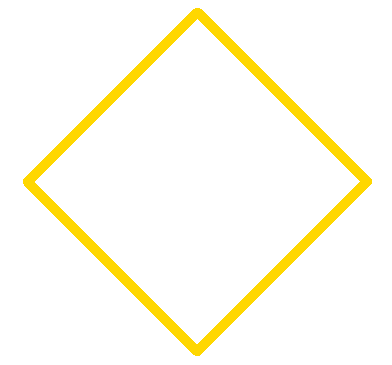


Challenges: write codes to create the following geometry shapes:

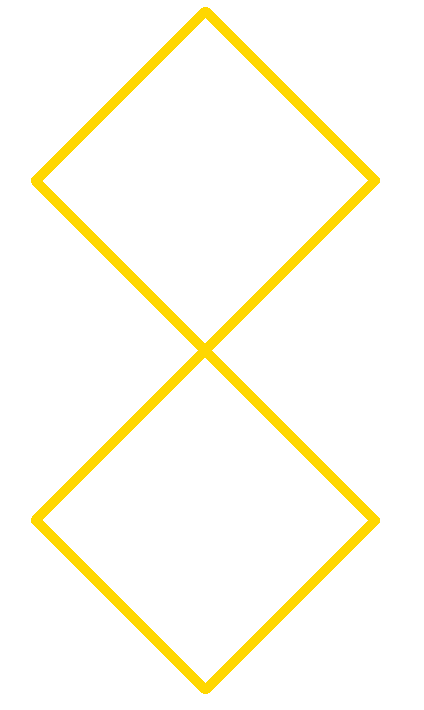
1. Expected output



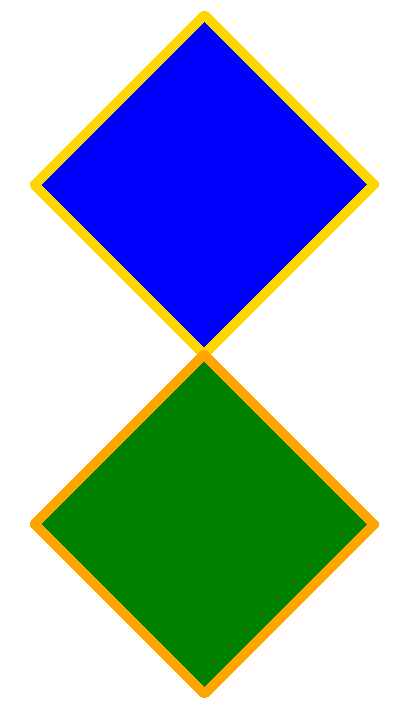
1. Expected output



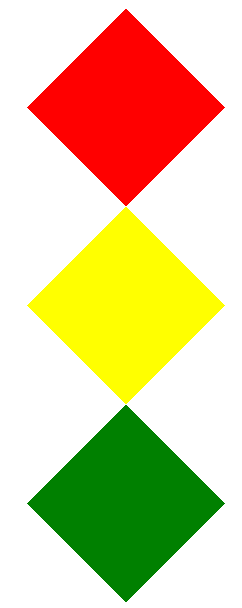
1. Expected output



1. Expected output



1. Expected output



**Colour List**

