Methods and attributes → Turtle

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Easy 3 minutes

Here's a class `Turtle` that represents the turtle that is moving in the 2D world. The turtle can move in four directions: up, down, left and right. The turtle can make **n** steps at a time and the only restrictions are that $x \geq 0, y \geq 0$.

```
class Turtle:
    def __init__(self, x, y):
        # the initial coordinates of the turtle
        self.x = x
        self.y = y

    def move_up(self, n):
        self.y += n


    def move_down(self, n):

        self.y = 0 if n > self.y else self.y - n


    def move_right(self, n):

        self.x += n


    def move_left(self, n):

        self.x = 0 if n > self.x else self.x - n
```

What will be the coordinates of the Turtle `leo` after these movements? Choose the pair **(x, y)**.

```
leo = Turtle(1, 1)
leo.move_up(7)
leo.move_left(5)
leo.move_down(4)
leo.move_right(6)
```

Report a typo

Select one option from the list

- (0, 0)
- (0, 4)
- (5, 3)
- (6, 0)
- (6, 4)

✓ Correct.

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