

Commanding the python turtle

Python is a modern programming language. It comes with a built-in turtle that you can command. As the turtle moves around the screen, it leaves a little trail so you can see where it has been.

You can use the python turtle to draw lots of different shapes, and you will learn "computer programming" while having fun!

connecting to the turtle: from turtle import *	moving: forward(100) backward(100)
turning: right(90) left(90)	returning back home: home()
changing the pen: penup() pendown()	turbo or snail mode: speed(10) # fast speed(1) #slow
different colour pens: color("red") color("green") color("blue")	fatter and thinner pens: pensize(1) pensize(10)
move to a position (coordinate): setposition(30,20) # x,y	changing the turtle picture: shape("turtle") shape("arrow")
Leaving a stamp behind: stamp()	clearing the screen: clear()
Loops: for i in range(4): forward(100) right(90)	Randomness: import random forward(random.randint(10, 30))

Challenges(1): 1. Draw a square 2. Draw a triangle 3. Draw a spiral of squares	Challenges(2): 4. Draw a house 5. Draw a circle 6. Draw a star
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More Information:

python turtle: <http://docs.python.org/3.2/library/turtle.html>

little turtles: <http://openbookproject.net/thinkcs/python/english3e/index.html>

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