

Turtle methods



This page is a summary of the different turtle methods that you've used so far in this course.

If you have a turtle named **t**, then ...

Moving

t.forward(n)	tells the turtle to move forward by n pixels.
t.back(n)	tells it to move backward by n pixels.
	n can also be a negative number, in which case the movement will be reversed. t.forward(100) and t.back(-100) do the same thing.
t.speed(s)	Sets the turtle's speed. Speed 0 is fastest.

Turning

t.right(a)	tells it to turn right by an angle of a degrees.
t.left(a)	tells it to turn left by an angle of a degrees.
	a can also be a negative number, in which case the turn will be reversed. t.left(-45) and t.right(45) do the same thing.
	The turtle starts out in the middle of the canvas, pointed to your right. Turns are always relative to the direction the turtle is currently facing.

Drawing

t.penup()	tells it to pick its pen up, so it doesn't draw when it moves.
t.pendown()	tells it to put its pen down again, so it <i>does</i> draw.
t.width(n)	changes the width of the turtle's pen to be n pixels wide.
t.color(c)	changes its color to a particular named color, where c is a string (or a variable that has a string in it). Examples: t.color("blue") pretty_color = "blue"

t.color(pretty_color)

Colors are named with strings such as "**red**", "**white**", or "**chartreuse**". You can also use hex color codes such as "**#ff0000**", "**#ffffff**", or "**#7fff00**".

The turtle starts out with its pen down, colored "**black**", and 1 pixel wide.

Hiding and showing

t.hideturtle() tells the turtle to hide itself so only the drawing shows.

t.showturtle() tells it to un-hide itself.

The official reference

You can find an even more comprehensive reference to turtle methods in [the Python documentation for the turtle module](#).
