

Turtle



Moving Turtle

<code>import turtle</code>	Import the turtle library
<code>t = turtle.Pen()</code>	Create a new turtle called t
<code>t.forward (yyy)</code>	Move the turtle forward yyy
<code>t.backward (yyy)</code>	Move the turtle backwards yyy
<code>t.left (yyy)</code>	Turn the turtle yyy degrees to the left
<code>t.right (yyy)</code>	Turn the turtle yyy degrees to the right
<code>t.setheading (yyy)</code>	Make the turtle point in the specified direction

Headings

0 = East
90 = North
180 = West
270 = South

Changing Turtle

<code>t.pencolor ("red")</code>	Set the line colour to be "red"
<code>t.fillcolor ("green")</code>	Set fill colour to be "green"
<code>t.pensize (yy)</code>	Set the width of the lines
<code>t.begin_fill ()</code>	Start filling a shape
<code>t.end_fill ()</code>	Stop filling a shape
<code>t.showturtle ()</code>	Show the turtle
<code>t.hideturtle ()</code>	Hide the turtle
<code>t.shape ("turtle")</code>	Change the turtle's costume (shape)
<code>t.shapesize (yy)</code>	Change the size of the turtle costume

Turtle Shapes

arrow
turtle
circle
square
triangle
classic

Turtle Functions

<code>t.circle (yy)</code>	Draw a circle, of size yy, to the left of the turtle
<code>t.dot (yy, "orange")</code>	Draw a dot of size yy at the current position
<code>t.stamp ()</code>	'Stamp' a copy of turtle at the current position
<code>t.write ("words")</code>	Write the words at the current position

Colours

Red
Pink
Orange
Green
Blue
Cyan
Yellow
Gold
Purple
Navy
Olive
Salmon
PeachPuff
Lavender
Magenta
Black
White
Gray

Positioning Turtle

<code>t.penup ()</code>	Stop the turtle from drawing
<code>t.pendown ()</code>	Start the turtle drawing again
<code>t.speed (yy)</code>	Set the speed of the turtle
<code>t.goto (x, y)</code>	Send the turtle to the coordinates x/y
<code>t.home ()</code>	Send the turtle home (the centre)
<code>t.setx (x)</code>	Change the turtle's x coordinate
<code>t.sety (y)</code>	Change the turtle's y coordinate

Turtle's World

<code>screen = t.getscreen ()</code>	Get the screen
<code>screen.bgcolor ("red")</code>	Change the colour of the screen
<code>screen.exitonclick ()</code>	Set the screen to close when clicked
<code>screen.title ("Title Here")</code>	Give the window a title