

Python Turtle Cheat Sheet

turtle.up(): Sets the pen state to be up (not drawing).

turtle.down(): Sets the pen state to be down (drawing).

turtle.right(degrees): Turns the direction that the turtle is facing right (clockwise) by the amount indicated (in degrees).

turtle.left(degrees): Turns the direction that the turtle is facing left (counter clockwise) by the amount indicated (in degrees).

turtle.forward(distance): Moves the turtle forward (in the direction the turtle is facing) the distance indicated (in pixels). Draws a line if the pen is down, not if the pen is up.

turtle.backward(distance): Moves the turtle backward (in the direction opposite to how the turtle is facing) the distance indicated (in pixels). Draws a line if the pen is down, not if the pen is up.

turtle.setheading(angle): Sets the orientation of the turtle to angle. Here are some common directions in degrees: 0 (east), 90 (north), 180 (west), 270 (south).

turtle.goto(x,y): Moves the turtle to the specified coordinates, drawing a straight line to the destination (x,y) if the pen is down, and not drawing if the pen is up.

turtle.color(r,g,b), **turtle.color(s)** / **turtle.fillcolor(r,g,b)**, **turtle.fillcolor(s)**: Sets the color of the line / fill color that the pen will use until the color / fill color is changed. It takes either

1. three arguments, each a floating-point number between 0.0—1.0, where the first indicates the amount of red, the second, the amount of green, and the third the amount of blue; or
2. a “color string” – the name of a Tk color (e.g., “black”, “red”, “blue”, ...)

The default pen color and fill color is “black”.

turtle.circle(radius): Draws a circle of the indicated radius. The turtle draws the circle tangent to the direction the turtle is facing.

turtle.begin_fill(), **turtle.end_fill()**: To fill a figure, use `turtle.begin_fill()` before you start drawing the figure. Draw the figure. Then execute `turtle.end_fill()`. The figure drawn between the two fill commands will be filled with the present color setting.

turtle.hideturtle(), **turtle.showturtle()**: Sets the state to hide / show the turtle. When shown, you see it as a small arrowhead pointed in the direction of the heading.

turtle.xcor(), **turtle.ycor()**: Returns the x-coordinate / y-coordinate of the current pen position.

turtle.bye(): Close the turtle drawing window.