

### Turtle Pen

<code>turtle.up()</code>	Sets the pen state to be up (not drawing).
<code>turtle.down()</code>	Sets the pen state to be down (drawing).
<code>turtle.color(r, g, b)</code>	See below
<code>turtle.color(s)</code>	Sets the color that the pen will draw until the color is changed. It takes either
	1. three arguments, each a floating point number between 0.0 — 1.0, where the first the amount of red, the second is the amount of green, and the third is the amount of blue
	2. a "color string" the name of a TK color (e.g., "black", "red", "blue", ...)
<code>turtle.begin_fill()</code>	See below
<code>turtle.end_fill()</code>	To fill a figure, use <code>turtle.begin_fill()</code> before you start drawing the figure. Draw the figure. Then execute <code>turtle.end_fill()</code> . The figure drawn between the two fill commands will be filled with the present color setting.
<code>turtle.hideturtle()</code>	See below
<code>turtle.showturtle()</code>	Sets the state to hide / show the turtle. When shown, you see it as a small arrowhead pointed in the direction of the heading.

The default pen color is "black".

### Turtle other

<code>turtle.xcor()</code> , <code>turtle.ycor()</code>	Returns the x - coordinate / y - coordinate of the current pen position.
<code>turtle.bye()</code>	Close the turtle drawing window

### Turtle Draw

<code>turtle.right(degrees)</code>	Turns the direction that the turtle is facing right (clockwise) by the amount indicated (in degrees).
<code>turtle.left(degrees)</code>	Turns the direction that the turtle is facing left (counter clockwise) by the amount indicated (in degrees).
<code>turtle.forward(distance)</code>	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.
<code>turtle.backward(distance)</code>	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.
<code>turtle.setheading(angle)</code>	Sets the orientation of the turtle to angle. Here are some common directions in degrees:
	0 (east)
	90 (north)
	180 (west)
	270 (south)
<code>turtle.goto(x,y)</code>	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.
<code>turtle.circle(radius)</code>	Draws a circle of the indicated radius. The turtle draws the circle tangent to the direction the turtle is facing.



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