turtle Module

turtle Module – built in module used to draw graphics

```
import turtle
```

#Step 1: **Import** the turtle module

Save As: turtlemod.py

Setup turtle commands

Command	Action
turtle.bgcolor(“color”)	Changes **background color** of the graphic window
turtle.title(“Title”)	**Window name**
turtle.color(“color”)	Change **pen color** to “colorName”
turtleName.color(“color”)	
turtle.shape(“____”)	“arrow”, “turtle”, “circle”, “square”, “triangle”, “classic”
turtleName.shape(“____”)	

```
import turtle
```

#Step 1: **Import** the turtle module

```
turtle.bgcolor("color")
turtle.title("Enter Window Title")
```

#Step 2: **Setup the window**

-background color

-window title bar

```
import turtle                                   #Step 1: Import the turtle module


turtle.bgcolor("aqua")                          #Step 2: Setup the window
turtle.title("My Turtle Window")


turtleName = turtle.Turtle()                    #Step 3: Give your turtle object a name
```

```
import turtle                                   #Step 1: Import the turtle module

turtle.bgcolor("aqua")                          #Step 2: Setup the window
turtle.title("My Turtle Window")

turtleName = turtle.Turtle()                    #Step 3: Give your turtle object a name

add turtle commands here                        #Step 4: Draw using turtle commands.
add turtle commands here
add turtle commands here
```

Simple turtle commands

Move and Draw Commands	Action
turtle.circle(x)	Draws a circle with **(x as radius)**
turtle.forward(x)	Move forward **(x number of pixels)** distance
turtle.backward(x)	Move backward **(x number of pixels)** distance
turtle.right(x)	Rotate right **(x degrees)**
turtle.left(x)	Rotate left **(x degrees)**
turtle.done()	Will pause the program.
****Search Internet for more useful turtle commands**	

```
import turtle
#Set up the Turtle Window
turtle.bgcolor("aqua")
turtle.title("My Turtle Window")

#Turtle Commands
gigi = turtle.Turtle()
gigi.shape("turtle")
gigi.color("purple")

gigi.circle(100)

turtle.done()
```

#Step 1: **Import** the turtle module

#Step 2: **Setup the window**

#Step 3: Give your **turtle object a name**

#Step 4: Draw using **turtle commands**.

#Change the radius value to see the change.

#Step 5: **Pause** turtle program.

```
import turtle
#Set up the Turtle Window
turtle.bgcolor("aqua")
turtle.title("My Turtle Window")

#Turtle Commands
gigi = turtle.Turtle()
gigi.shape("turtle")
gigi.color("purple")
#gigi.circle(50)

gigi.forward(150)
gigi.left(90)
#add more commands here to draw a square
...
...
turtle.done()
```

#Step 1: **Import** the turtle module

#Step 2: **Setup the window**

#Step 3: Give your **turtle object a name**

#Step 4: Draw using **turtle commands**.

#Step 5: **Pause** turtle program.

Use a For Loop – to draw your square

```
import turtle

for varVal in range(#):
        add turtle command(s) here




turtle.done()
```