

Turtle

The `turtle` module provides some simple graphics functionality. The `Turtle` function takes no arguments and returns a new turtle object.

A turtle object has several attributes:

- position: the x,y location on the screen
- heading: the direction the turtle is facing
- color, fillcolor: the color the turtle will draw and use to fill in drawn shapes
- pen position: the pen can be up or down

Here are some of the methods available on turtle objects:

Name	Arguments	Description
<code>forward</code>	distance	Moves the turtle forward
<code>backward</code>	distance	Moves the turtle backward
<code>left</code>	angle	Turns the turtle counterclockwise
<code>right</code>	angle	Turns the turtle clockwise
<code>up</code>	none	Lifts up the pen
<code>down</code>	none	Puts the pen down
<code>color</code>	color name (string)	Changes the pen color
<code>fillcolor</code>	color name (string)	Changes the color used to fill a polygon
<code>heading</code>	none	Returns the current heading
<code>xcor</code>	none	Returns the current x position
<code>ycor</code>	none	Returns the current y position
<code>goto</code>	x, y	Moves the turtle to position x, y
<code>begin_fill</code>	none	Marks the start of a polygon
<code>end_fill</code>	none	Closes the polygon and fills it with fillcolor

A complete listing is here: <http://docs.python.org/2/library/turtle.html#turtle-methods>.

This example draws a backwards L.

```
>>> import turtle
>>> franklin = turtle.Turtle()
>>> franklin
<turtle.Turtle object at 0x1004a7210>
>>> type(franklin)
<class 'turtle.Turtle'>
>>> franklin.forward(100)
>>> franklin.left(90)
>>> franklin.forward(300)
>>> franklin.ycor()
300.0
>>> franklin.heading()
90.0
```