Log into CodeHS.com → Sandbox → Python (turtle)

TURTLE MOVEMENT

```
forward(x)
backward(x)
```
  … where x is how many "spaces" you want to move. For example :
```
forward(100)
backward(100)
```
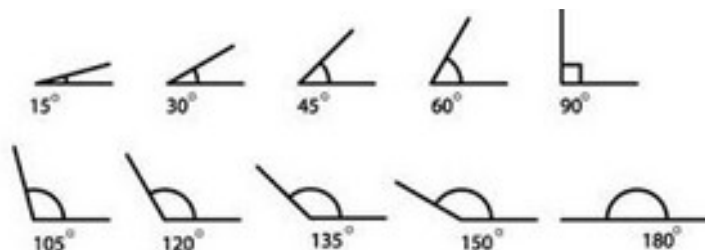
```
right(x)
left(x)
```
  … where x is a degree of turn. For example :
```
right(10)
left(45)
```


PEN CONTROL

The Turtle comes into existence with the pen down on the canvas. ANY move the Turtle makes will draw a line unless you lift the pen up. If you want the Turtle to draw again, you have to put the pen down.

```
penup()
pendown()
```

TURTLE POSITION

Forward and Backward are relative positions. You can also set the turtle's absolute position on the Cartesian Plane with coordinates.
(setpos is short for Set Position)

```
setpos(x,y)
```

  … For example: Dead center
```
setpos(0,0)
```

  … Upper left quadrant:
```
setpos(-200,200)
```

    … Lower right quadrant:
```
setpos(200,-200)
```

The whole canvas is about 400 by 400 "spaces" big.