

Keywords

Syntax	The correct structure or layout of code
Variable	A stored value in a program which is referenced by a name
Iteration, Loop	Code that repeats itself
Range	Used in Python to repeat or give a count of something
Indentation	Adding spaces to the start of lines of code to represent a block of code
Function	A block of code given a name that only runs when called
List	Used to store multiple options for one variable
Pixel	Each digital unit length or small dot

Code at the beginning of our Turtle Program

```
import turtle
T=turtle.Turtle()
wn=turtle.Screen()
```

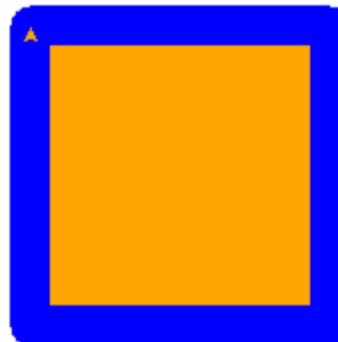
Line 1 – Imports the turtle program from the Python directory

Line 2 – Names our Turtle T. This needs to be used with each command.

Line 3 – Creates a window to view our design.

Turtle Operators

.fd(100)	Forward 100 pixels
.rt(90)	Right 90 degrees
.lt(90)	Left 90 degrees
.bk(100)	Back 100 pixels
.fillcolor(blue)	Fill the shape in blue
.pencolor(red)	Sets the pen colour to red
.pensize(8)	Sets the pen size to 8 pixels



```
T.fillcolor("orange")
T.pencolor("blue")
T.pensize(20)
T.begin_fill()
T.fd(150)
T.rt(90)
T.fd(150)
T.rt(90)
T.fd(150)
T.rt(90)
T.fd(150)
T.end_fill()
```