# **Python Mathematics Cheat Sheet**

## Basics, Movement, Colour and Pen

import turtle	Makes the turtle commands available for our program.
<pre>shape ("turtle")</pre>	Set the shape. It can be turtle, circle, arrow, classic.
speed(4)	Sets the animation speed. $1 =$ slowest, 10-fastest.
forward(distance)	Move forward by distance steps. E.g. forward(100)
backward(distance)	Move backward by distance steps. E.g. backward (100)
right(angle)	Turn right (clockwise) angle degrees. E.g. right(120)
left(angle)	Turn left (anticlockwise) angle degrees. E.g. left(72)
goto(x,y)	Go to the x , y position in the grid. E.g. goto(100,120)
<pre>color("colour")</pre>	Set the drawing colour of the shape to "colour". E.g. color("red")
fillcolor("colour")	Set the fill colour of the shape to "colour". E.g. fillcolor("orange")
<pre>begin_fill()</pre>	Sets the starting position of the shape to fill.
end_fill()	Sets the ending position of the shape to fill.
penup()	Picks the pen up from the screen to stop drawing.
pendown()	Places the pen down on the screen to start drawing.
stamp()	Makes a stamp of the turtle's shape on the screen.

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### Keywords

Programming Programming language Turtle Conditionals Algorithms Python Iteration

**Programming -** Writing computer code to create a program which solves a problem.

**Algorithms -** Step by step instructions that can be represented as pseudocode or a flowchart.

**Programming Language -** The language used to provide instructions to the computer.

**Python -** A high level programming language developed by Guido van Rossum.

**Turtle -** A library of Python which has commands for simple graphics programming.

**Iteration -** The process of repeating a set of instructions.

**Conditionals -** The process of doing an action based on the value of a logical condition.

