Python Mathematics Cheat Sheet

Basics, Movement, Colour and Pen

`import turtle`	Makes the turtle commands available for our program.
`shape ("turtle")`	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)
`color("colour")`	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")
`begin_fill()`	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.