day24 turtle intro
Monday 10/16/23

Open the day24 turtle examples repl attached to this lesson in the Google Classroom.

A variable called "choice" controls which of the six examples runs.

Run it. Look at the output. That is example 1. Change choice to 2, run it again, etc. Repeat until you have run all the examples.
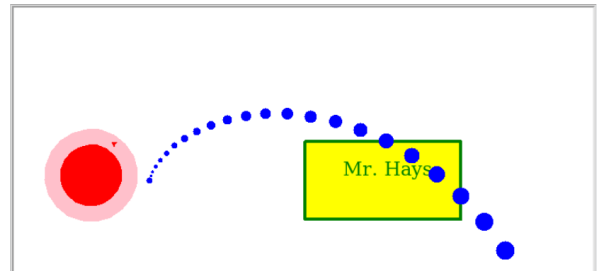
After you play with all of the examples, do today's assignment:

- Make a new repl. Choose "Python with Turtle" when you create the repl.
- Make a rectangle with a border that is 4 thick; use pensize(4).
- Use one color for the box inside, and one color for the border.
- Write your name in the box in a big font (at least 18 font size).
- Move to a clear spot on the drawing canvas and draw a bunch of dots using a for loop.
- Make the dots be a color you have not used yet.
- Use the goto command to go somewhere else and draw a big circle (radius 50) that has two different colors and that is filled.
- make the last line of your program be this:

  ```
  input("Hit Enter to quit")
  ```

  so you can see the output before the window closes.

Here is sample output from me:

There are tons of turtle commands, here are some I recommend you experiment with:

```
forward(distance)
backward(distance)
right(degrees)
left(degrees)
dot(size)          you can make dots larger by including a number, or leave blank
circle(r)          r is the radius of the circle
penup()            lifts up the imaginary pen that the turtle draws with
pendown()          puts the pen back down so you can draw
home()             goes back to the center of the screen
speed(n)           1 (slow) to 10 (faster), or 0, which makes turtle go the fastest
pensize(n)         sets line thickness
color("red")       or pink, or blue, yellow, etc.
color("c1","c2")   giving two colors makes one the line and one the fill
begin_fill()       say begin_fill(), then do a bunch of stuff that includes
                   overlapping lines, then when you are done, do "end_fill()" to
                   fill areas with color
end_fill()
goto(x,y)          Goes to the location (x,y) on the drawing board
write("text")      writes text on the screen. You can set the font using a call like
                   this: write("Mr. Hays",font=("Times New Roman", 18, "normal"))
bgcolor("color")   Sets the whole window background color
```