Turtle Drawing!

Draw your own pictures through simple programming concepts

The Power Turtle environment is a canvas with a turtle (represented as a). You talk to the turtle by typing commands in the prompt to the right, and the turtle responds. When the turtle's pen is down, it draws a line when it moves.

Basic Commands

Commands	Description	Usage Examples
forward	Move forward	(forward 50)
back	Move backwards	(back 25)
left	Turn left	(turn 90)
right	Turn right	(left 45)

Example Commands	Output
(forward 100) (right 90) (forward 100)	
(forward 100) (right 120) (forward 100) (right 120) (forward 100)	

Cleaning, Resetting, and More Movement Commands

Commands	Description	Usage Examples
clean home pendown	Clean the screen Send turtle home Tell turtle to put pen	(clean) (home) (pendown)

	down	
penup	Tell turtle to pick pen	(penup)
	up	
setxy	Teleport turtle to a position	(setxy -100 100)

Repeat

Commands	Description	Usage Examples
repeat	Repeat a block of commands a certain number of times	(repeat 4 #(do (forward 100) (right 90)))

Example Commands	Output
(repeat 4 #(do (forward 100)	
(repeat 8 #(do (forward 100) (right 45)))	

Color

Commands	Description	Usage Examples
color	Change the color of the turtle's pen. A single number is a	(color [255 0 0]) (color [0 255 0]) (color [0 0 255])
	greyscale value (0 =	(color [0])

black, 255 = white)	(color [127])
Three numbers are color values for red, green, blue	

Example Commands	Output
(color [255 0 0]) (repeat 8 #(do (forward 100) (right 45)))	
(color [255 255 0]) (right 90) (repeat 8 #(do (forward 100) (right 144)))	

More?

Try creating functions to automate commands:	<pre>(defn square [length] (repeat 4 #(do (forward length) (right 90))))</pre>
	(square 30)
And use advanced language features to accomplish more	(map square [40 50 60])
	(map square (range 10 80 10))