Python 3 – Turtle graphics

Matthew Egbert
CS111
Input and Output

user_input_as_str = input('Prompt: ')
print('Hello. You entered: ' + user_input_as_str)

Comments

# everything to the right of the # is ignored
print('hi') # this is ignored

Data types (and conversion functions)

Strings, integers and floats
str(), int(), and float()

Assigning values to variables and
(Overloaded) Operators -- *, **, %, +, /, //

x = x * 2    # <-- this puts the number 4 in x
y = 'y' * 2  # <-- this puts the string 'yy' in y

if statements
allow you to introduce conditional activities into your program

if x >= 0 :
    print('x is zero or positive')
else :
    print('x is negative')

while loops
allow you to repeat certain statements for as long as the logical condition evaluates to true

x = 0
while x < 10 :
    print(x)
    x = x + 1
Today’s lecture

The Turtle graphics package

- Brief history
- Basic commands
- Drawing shapes on screen
Logo and Turtle graphics

In 1967, Seymour Papert and Wally Feurzeig created an interpretive programming language called Logo.

Papert added commands to Logo so that he could control a robot called a turtle which drew shapes on paper, from his computer.

"Turtle graphics" in Python
Using the Turtle involves instructing a virtual turtle to move on the screen and draw lines to create shapes and patterns.

Video of Turtle Robots

Start @2:49
- Turtle robots in action
- Kids using computers to instruct the turtle (and each other :D)

"forward 5 steps!"

"turn right!"

"turn left 40 degrees!"
Programming

Programs are a sequence of instructions.

Turtle graphics let us see a little bit more of how you can put together these instructions (along with conditional statements and loops) to produce a wide variety of programs.
Turtle
Import

Some functions are part of Python’s core libraries -- they are ‘built-in’.

For example:

```python
print()
input()
float()
```

Other functions need to be imported into your Python program

The turtle module must be imported at the start of any Python program that uses it.

To do so, just write this at the beginning of the program:

```python
import turtle
```
Turtle commands

turtle.forward(x)
Moves turtle forward in direction it is facing by x steps

```python
import turtle
turtle.forward(200)
```
Turtle Functions

There are four **basic** turtle commands

**turtle.forward(x)**
Moves turtle forward in direction it is facing by x steps

**turtle.back(x)**
Moves turtle backward from its facing direction by x steps

**turtle.left(x)**
Turns the turtle x degrees counterclockwise

**turtle.right(x)**
Turns the turtle x degrees clockwise

Plus some others that you might find useful.

**turtle.undo()**
Undo whatever your last command did.

**turtle.penup()**
Make it so that when the turtle moves, it **DOES NOT** draw anything (until **turtle.pendown()** is called)

**turtle.pendown()**
Make it so that when the turtle moves, it **DOES** draw a line as it goes (until **turtle.penup()** is called)

(by default, the pen is down.)
Turtle example

Using the Python interpreter in IDLE, let's use turtle graphics to draw a square.

First, import the turtle package...
Turtle example

- We are going to draw a right-angled triangle

```python
>>> import turtle

>>> turtle.forward(200)
```
Turtle example

- Note how the turtle is now facing upward after being turned 90 degrees left

```python
>>> import turtle
>>> turtle.forward(200)
>>> turtle.left(90)
```
Turtle example

```python
>>> import turtle

>>> turtle.forward(200)

>>> turtle.left(90)

>>> turtle.forward(200)

>>> turtle.forward(200)
```
Turtle example

```python
>>> import turtle

>>> turtle.forward(200)

>>> turtle.left(90)

>>> turtle.forward(200)

>>> turtle.left(135)
```
Turtle example

- Working out the length of the longest side using the Pythagoras’ formula

```python
>>> import turtle

>>> turtle.forward(200)
>>> turtle.left(90)
>>> turtle.forward(200)
>>> turtle.left(135)

>>> c = ((200**2)+(200**2))**0.5  #around 283 steps
```
Turtle example

- The finished image

```python
>>> import turtle

>>> turtle.forward(200)
>>> turtle.left(90)
>>> turtle.forward(200)
>>> turtle.left(135)

>>> c = ((200**2)+(200**2))**0.5
>>> turtle.forward(c)
```
Exercise

Write a Python program that draws a rectangle. The long sides must be 300 steps long and the short sides must be 150 steps long.
Exercise

Write a Python program that draws a rectangle. The long sides must be 300 steps long and the short sides must be 150 steps long.

```python
import turtle
turtle.forward(300)
turtle.left(90)
turtle.forward(150)
turtle.left(90)
turtle.forward(300)
turtle.left(90)
turtle.forward(150)
```
Turtle example

We can use loops when drawing shapes using Turtle graphics.

A program that will draw a square using a loop:
Turtle example

We can use loops when drawing shapes using Turtle graphics.

A program that will draw a square using a loop:

```python
import turtle

count = 0
while count < 4:
    turtle.forward(200)
    turtle.left(90)
    count = count + 1
```
Turtle example

What does this program do?

```python
angle = 0
while angle < 360:
    turtle.forward(1)
    turtle.right(1)
    angle = angle + 1
```
Turtle example

What does this program do?

```python
angle = 0
while angle < 360 :
    turtle.forward(1)
    turtle.right(1)
    angle = angle + 1
```
Turtle example 2

What does this program do?

```python
angle = 0
while angle < 360:
    turtle.forward(2)
    turtle.right(1)
    angle = angle + 1
```
Turtle example 2

What does this program do?

```python
angle = 0
while angle < 360 :
    turtle.forward(2)
    turtle.right(1)
    angle = angle + 1
```
Exercise

Draw the shape that is produced by the following Python program:

```python
import turtle
count = 0
while(count < 180):
    turtle.forward(2)
    turtle.right(1)
    count = count + 1
turtle.right(45)
turtle.forward(300)
turtle.left(90)
turtle.back(150)
turtle.right(45)
turtle.back(250)
```
Exercise

Draw the shape that is produced by the following Python program:

```python
import turtle
count = 0
while(count < 180):
    turtle.forward(2)
    turtle.right(1)
    count = count + 1
turtle.right(45)
turtle.forward(300)
turtle.left(90)
turtle.back(150)
turtle.right(45)
turtle.back(250)
```
import turtle
define big_line as 100
define little_line as 50
define angle as 90

turtle.left(angle)
turtle.forward(big_line)
count set to 0
while count less than 4:
    turtle.right(angle//2)
    if count not equal 3:
        turtle.forward(little_line)
    else:
        turtle.forward(big_line)
    count set to count + 1
turtle.right(90)
turtle.forward(130)

What does this program draw?
## Operators

<table>
<thead>
<tr>
<th>Operation</th>
<th>Symbol</th>
<th>Applied to integers</th>
<th>Applied to floating point numbers</th>
<th>Applied to strings</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exponent</td>
<td>**</td>
<td>2 ** 3 = 8</td>
<td>2.0 ** 3.0 = 8.0</td>
<td>N/A (ERROR)</td>
</tr>
<tr>
<td>Multiply</td>
<td>*</td>
<td>2 * 2 = 4</td>
<td>2.0 * 2.0 = 4.0</td>
<td>“a” * 3 = “aaa”</td>
</tr>
<tr>
<td>Divide</td>
<td>/</td>
<td>10/3 = 3.333</td>
<td>10.0/3.0 = 3.333</td>
<td>N/A (ERROR)</td>
</tr>
<tr>
<td>Divide (integer)</td>
<td>//</td>
<td>10 // 3 = 3</td>
<td>10.0//3.0 = 3.0</td>
<td>N/A (ERROR)</td>
</tr>
<tr>
<td>Remainder</td>
<td>%</td>
<td>10 % 3 = 1</td>
<td>10.0 % 3.0 = 1.0</td>
<td>N/A (ERROR)</td>
</tr>
<tr>
<td>Add</td>
<td>+</td>
<td>8 + 9 = 17</td>
<td>8.0 + 9.0 = 17.0</td>
<td>“a” + “b” = “ab”</td>
</tr>
<tr>
<td>Subtract</td>
<td>–</td>
<td>9 – 7 = 2</td>
<td>9.0 – 7.0 = 2.0</td>
<td>N/A (ERROR)</td>
</tr>
</tbody>
</table>
import turtle
big_line = 100
little_line = 50
angle = 90

turtle.left(angle)
turtle.forward(big_line)
count = 0
while count < 4:
    turtle.right(angle//2)
    if count != 3:
        turtle.forward(little_line)
    else:
        turtle.forward(big_line)
    count = count + 1
turtle.right(90)
turtle.forward(130)
Summary

(Python) programs are sequences of instructions ("statements")…

...where you can assign values to variables...

...and use "control logic," such as conditional statements and loops, to influence the order in which instructions are executed.

With just this (plus perhaps some input and output) it is possible to make a huge variety of programs -- every piece of software that you've ever used!!