

Python Mathematics Cheat Sheet

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.

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Basics, Movement, Colour and Pen

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