

Basic Movement

distance (pixels)

forward(**99**)
fd(**99**)

backward(**99**)
bk(**99**)

angle (degrees)

left(**99**)
lt(**99**)

right(**99**)
rt(**99**)

distance (x) distance (y)

goto(**-99**, **99**)

reset() start fresh

radius (pixels)

circle(**99**) centered?
circle(**99**, **True**)

New Functions

type this in to the editor and press "Test"

you choose this name

```
def draw_a_square(size):
```

```
    for side in range(4):
```

```
        forward(size)
```

```
        right(90)
```

this variable gets set
when calling

loop this
many times

use the passed-in value
by using the variable

then use it like this: >>> draw_a_square(100)