Turtle Challenge Notes

1. Make the turtle move 100 steps ahead.

   ```
   from turtle import *
   forward(100)
   ```

2. Make the turtle turn and draw a new line. Change the color of the line.

   ```
   from turtle import *

   color ('red')
   forward(100)
   left(90)
   forward(100)
   ```

3. Draw a Square

One way to draw a square	Using a loop to draw a square	Scratch loop

`fd(200)`
`left(90)`
 	
`fd(200)`
`left(90)`
 	
`fd(200)`
`left(90)`
 	
`fd(200)`
`left(90)`
	`from turtle import *`
	
	`for x in range(4):`
	`    forward(200)`
	`    left(90)`	

To fill the square in with yellow:

```
from turtle import *

color('red', 'yellow')
begin_fill()
for x in range (4):
    forward(200)
    left(90)
end_fill()
```

4. Other shapes Circle

```
from turtle import *

penup()
goto(-120,50)
pendown()

circle(40,90)
penup()
circle(40,90)
pendown()
circle(40,90)
```

5. Draw a flower

```
from turtle import *

color("red", "yellow")

# main program
for x in range(6):
    circle(20, 120)
    left(60)
    circle(20, 120)
done()
```

https://michael0x2a.com/blog/turtle-examples

6. Star

```
from turtle import *

for i in range(50):
    forward(50)
    right(144)

turtle.done()
```

7. Spiral Star

```
from turtle import *
```

```python
for i in range(20):
    spiral.forward(i * 10)
    spiral.right(144)

done()
```

8. Changing Line color

```python
import turtle

painter = turtle.Turtle()

painter.pencolor("blue")

for i in range(50):
    painter.forward(50)
    painter.left(123) # Let's go counterclockwise
this time

painter.pencolor("red")
for i in range(50):
    painter.forward(100)
    painter.left(123)

turtle.done()
```