

Basic Drawing Operations

- penup - Lifts the pen from the paper. Drawing will not occur.
- pendown - Puts the pen on the paper so lines can be draw.
- turn n - Change the direction of motion by n degrees (can be negative)
- forward n - Move in the forward (facing) direction by n pixels. If the pen is down, the pixels under the turtle will be set to the current stroke colour.
- stroke r g b - Set the current stroke colour to (r,g,b)
- thickness n - Set the line thickness to n pixels

Level 1 Drawing Operations

- moveto x y - Move the turtle to the position (x,y)
- moveby x y - Move the turtle to the current position +(x,y)
- pixel x y - Set the pixel at (x,y) to the current stroke colour
- fill r g b - Set the current fill colour to (r,g,b)
- fill r g b a - Set the current fill colour to (r,g,b,a) where a is transparency

Level 2 Drawing Operations

- line a b c d - Draw a line from (a,b) to (c,d).
- drawto x y - Draw a line from current location to (x,y)
- drawby x y - Draw a line from current location to +(x,y)
- circle r - Draw a circle at this location radius r
- rect x, y, w, h - Draw a w by h rectangle at (x,y)

Other

- repeat N Repeat this code N times

...

end

assign x 3

Assign a value of 3 to variable **x**

assign x random(255)

Assign a random number between 0 and 255 to **x**

if e

Do the following code if **e** is true (not 0)

...

end