

Lecture 11: Turtle memory Symbol table

Line 20

Mem

<u>Name</u>	<u>Value</u>	<u>type</u>
turtle	→	module
goto	→	fun
make_turtle	→	fun
w	1000	int
h	800	int

← line 21

```
1  '''lecture_11_turtle_object_symbol_table.py
2  Create 2 Turtle objects and a Screen object. Change a few properties of each object.
3  Oliver W. Layton
4  CS 151: Computational Thinking: Visual Media
5  Fall 2020
6  '''
7  import turtle
8
9
10 def goto(turt, x, y):
11     turt.goto(x, y)
12
13
14 def make_turtle(shape='turtle', penColor='white'):
15     turt = turtle.Turtle(shape=shape)
16     turt.color(penColor)
17     return turt
18
19
20 w = 1000
21 h = 800
22 screen = turtle.Screen()
23 screen.setup(width=w, height=h)
24
25 t1 = make_turtle()
26 t2 = make_turtle(shape='arrow', penColor='black')
27 t1.color('red')
28
29 goto(t1, 10, 10)
30
31 screen.exitonclick()
32
```

Line 22

Mem

<u>Name</u>	<u>Value</u>	<u>type</u>
turtle	→	module
goto	→	fun
make_turtle	→	fun
w	1000	int
h	800	int

Screen

Object

Screen

<u>Name</u>	<u>Value</u>	<u>type</u>
exitonclick	→	fun

Steps:

1) Screen object Symbol table Created.

2) Add entry in main table as arrow to Object table