

📝 Lecture 11: Turtle object symbol table

```
1  '''lecture_11_turtle_object_symbol_table.py|
2  Create 2 Turtle objects and a Screen object. Change a few properties of each object.
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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
```

Main

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

turtle

forward	fun	→
right	fun	→
.Screen	fun	→

turtle.Screen()

return object

line 22: turtle.Screen()

Screen = turtle.Screen()

Screen: Screen
Object

- width
- height
- bgcolor