

All Turtle Commands

Moving the Turtle

C++ Commands

- Step (drawn): `ifmp::forward();`
- Step (not drawn): `ifmp::jump();`
- Rotation left: `ifmp::left(my_angle);`
- Rotation right: `ifmp::right(my_angle);`
- Save position: `ifmp::save();`
- Load position: `ifmp::restore();`

Requires: `#include <IFMP/turtle>`

Moving the Turtle

```
ifmp::forward();  
ifmp::save();  
ifmp::left(45);  
ifmp::jump();  
ifmp::save();  
ifmp::right(45);  
ifmp::forward(2);  
ifmp::restore();  
ifmp::forward();  
ifmp::restore();  
ifmp::right(45);  
ifmp::forward();  
ifmp::forward();
```



Moving the Turtle

```
ifmp::forward();  
ifmp::save();  
ifmp::left(45);  
ifmp::jump();  
ifmp::save();  
ifmp::right(45);  
ifmp::forward(2);  
ifmp::restore();  
ifmp::forward();  
ifmp::restore();  
ifmp::right(45);  
ifmp::forward();  
ifmp::forward();
```



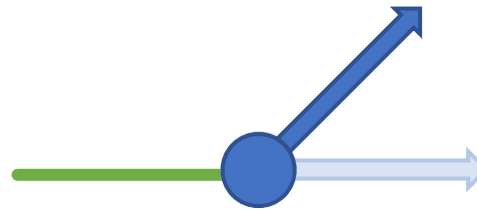
Moving the Turtle

```
ifmp::forward();  
ifmp::save();  
ifmp::left(45);  
ifmp::jump();  
ifmp::save();  
ifmp::right(45);  
ifmp::forward(2);  
ifmp::restore();  
ifmp::forward();  
ifmp::restore();  
ifmp::right(45);  
ifmp::forward();  
ifmp::forward();
```



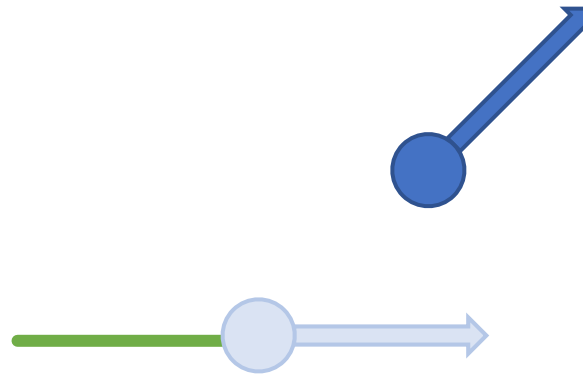
Moving the Turtle

```
ifmp::forward();  
ifmp::save();  
ifmp::left(45);  
ifmp::jump();  
ifmp::save();  
ifmp::right(45);  
ifmp::forward(2);  
ifmp::restore();  
ifmp::forward();  
ifmp::restore();  
ifmp::right(45);  
ifmp::forward();  
ifmp::forward();
```



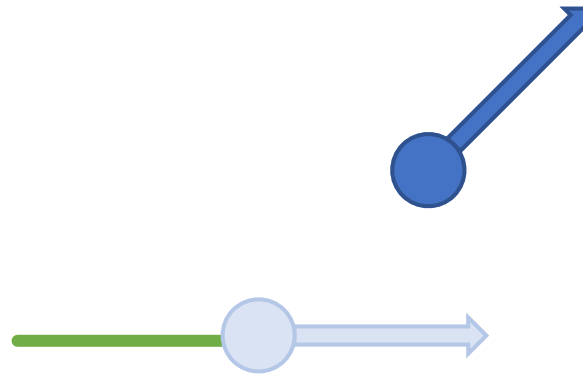
Moving the Turtle

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ifmp::forward();  
ifmp::save();  
ifmp::left(45);  
ifmp::jump();  
ifmp::save();  
ifmp::right(45);  
ifmp::forward(2);  
ifmp::restore();  
ifmp::forward();  
ifmp::restore();  
ifmp::right(45);  
ifmp::forward();  
ifmp::forward();
```



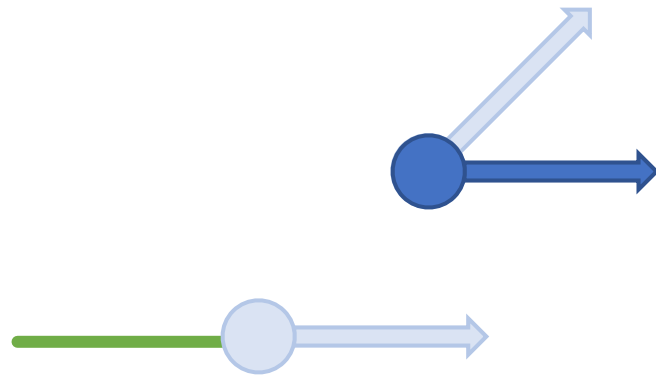
Moving the Turtle

```
ifmp::forward();  
ifmp::save();  
ifmp::left(45);  
ifmp::jump();  
ifmp::save();  
ifmp::right(45);  
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ifmp::restore();  
ifmp::forward();  
ifmp::restore();  
ifmp::right(45);  
ifmp::forward();  
ifmp::forward();
```



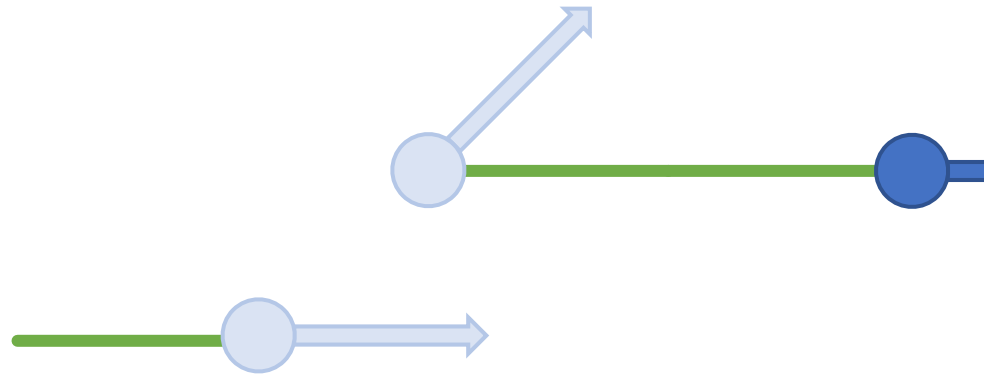
Moving the Turtle

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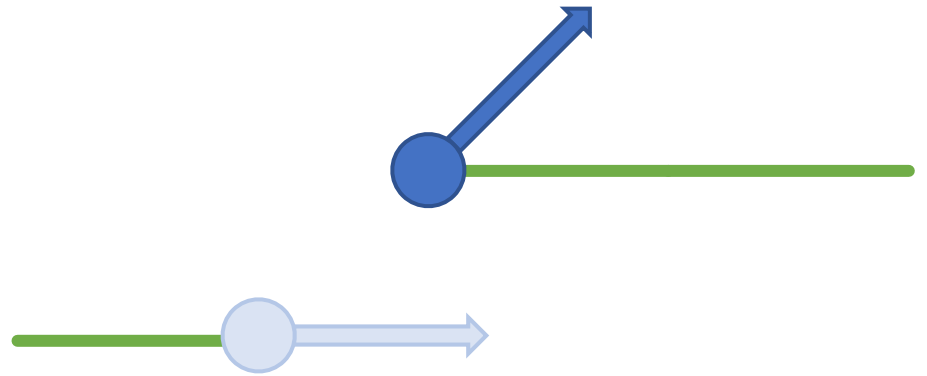
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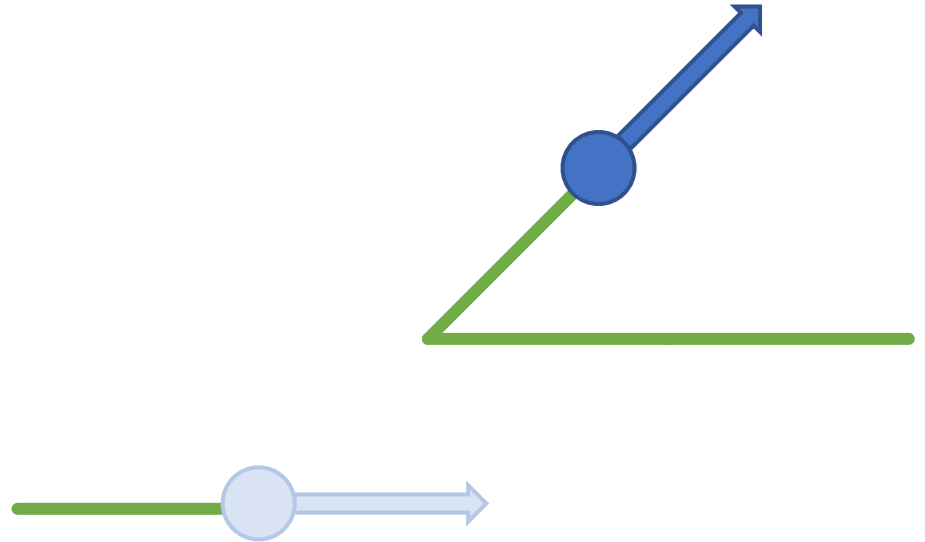
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ifmp::save();  
ifmp::right(45);  
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ifmp::restore();  
ifmp::forward();  
ifmp::restore();  
ifmp::right(45);  
ifmp::forward();  
ifmp::forward();
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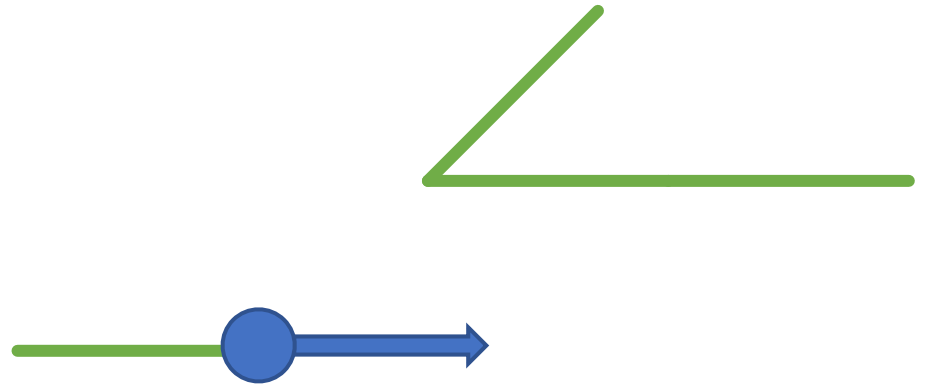
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ifmp::forward();  
ifmp::restore();  
ifmp::right(45);  
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ifmp::forward();
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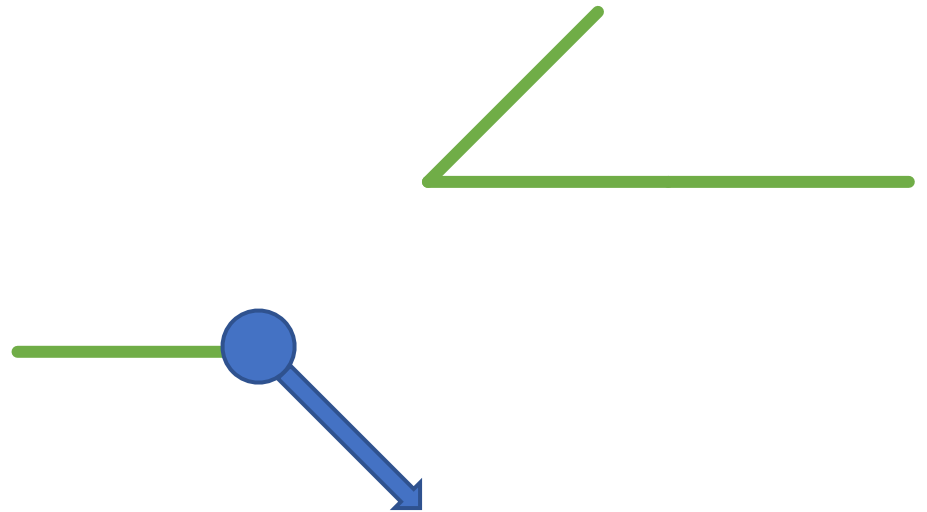
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ifmp::forward();
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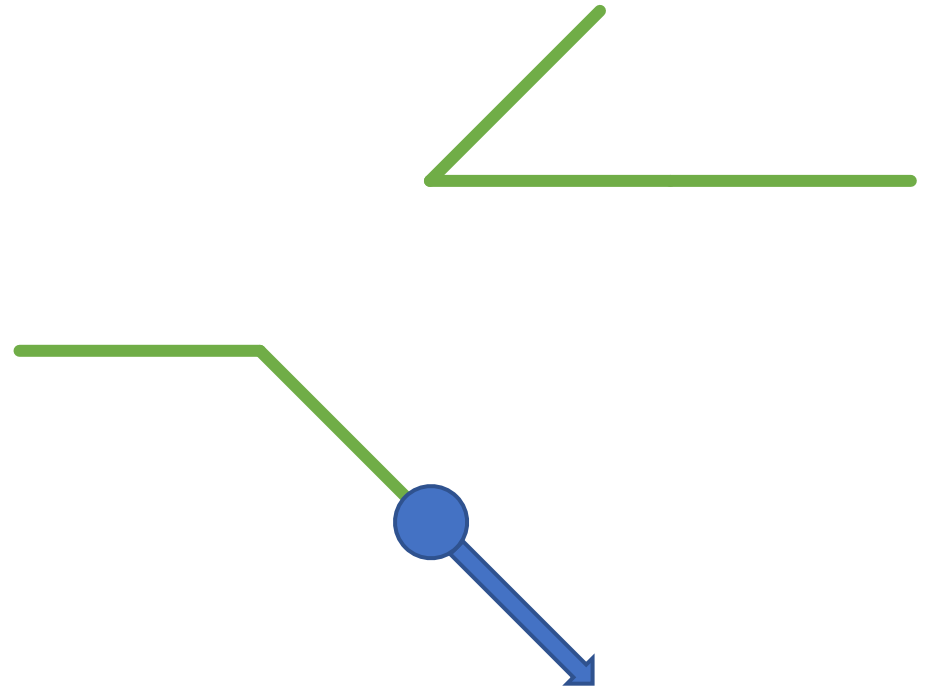
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