

Turtle Commands

Moving the Turtle

C++ Commands

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

Requires: `#include "turtle.cpp"`

Moving the Turtle

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



Moving the Turtle

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



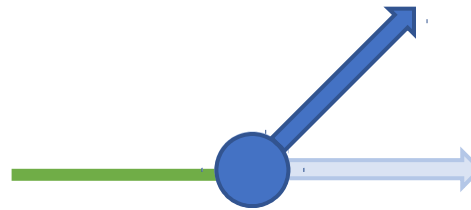
Moving the Turtle

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



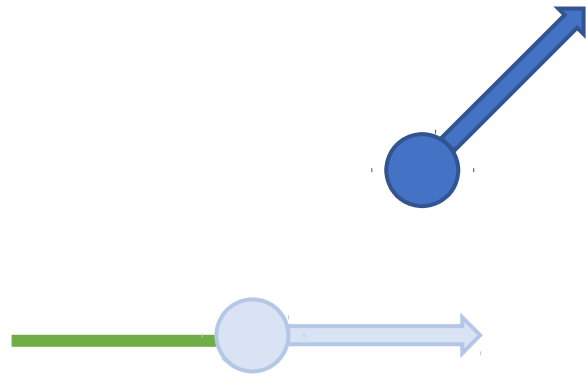
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turtle::left(45);  
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turtle::save();  
turtle::right(45);  
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turtle::restore();  
turtle::forward();  
turtle::restore();  
turtle::right(45);  
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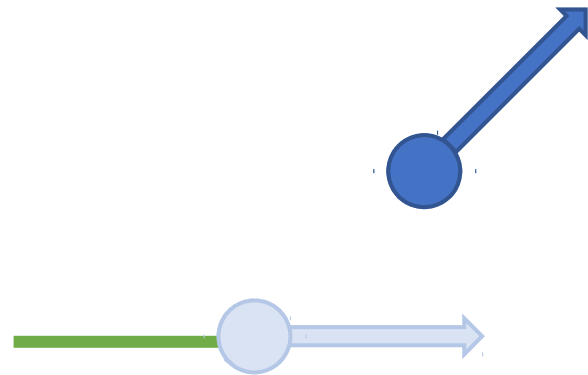
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turtle::save();  
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turtle::forward();  
turtle::restore();  
turtle::right(45);  
turtle::forward();  
turtle::forward();
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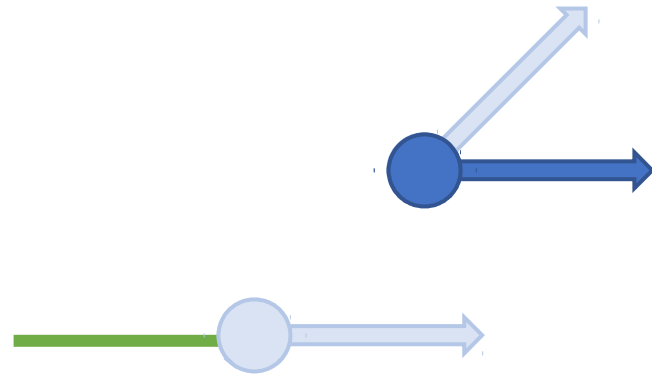
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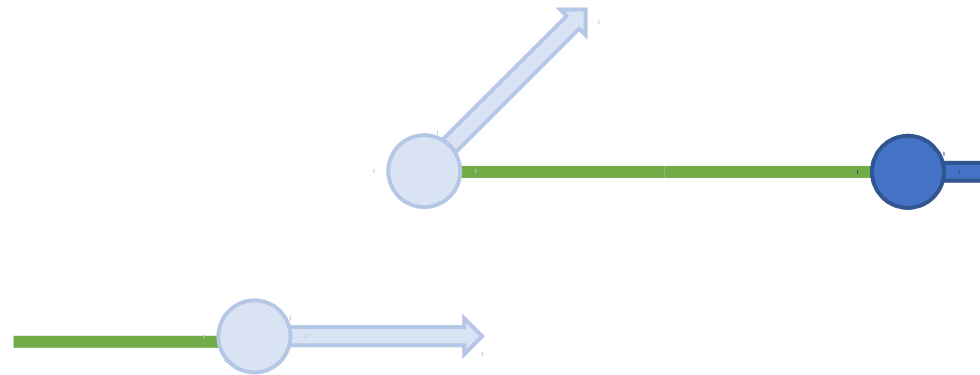
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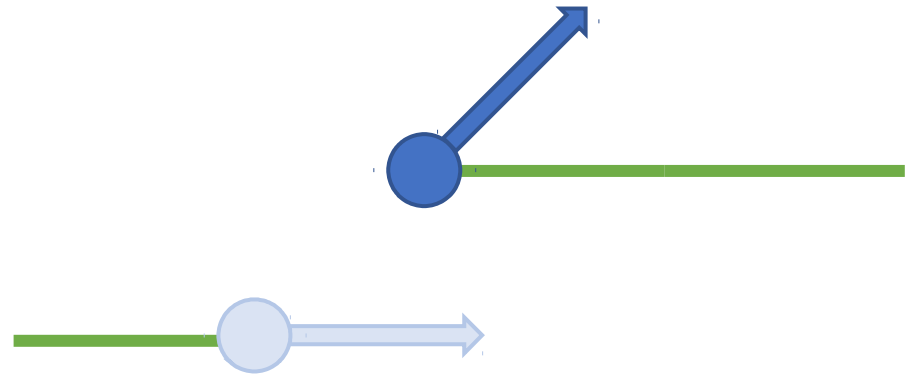
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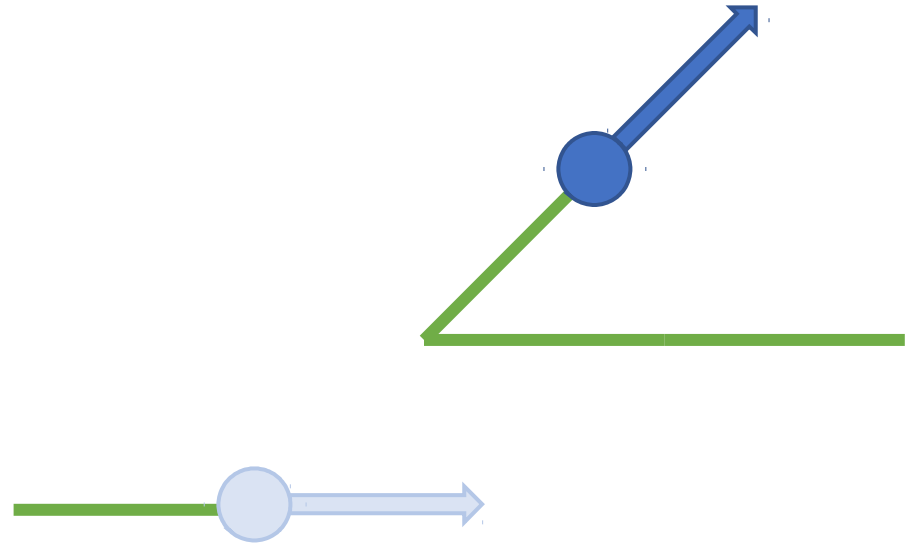
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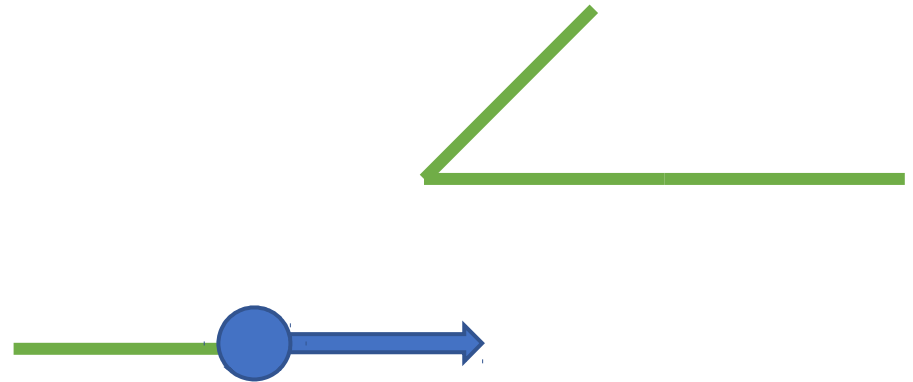
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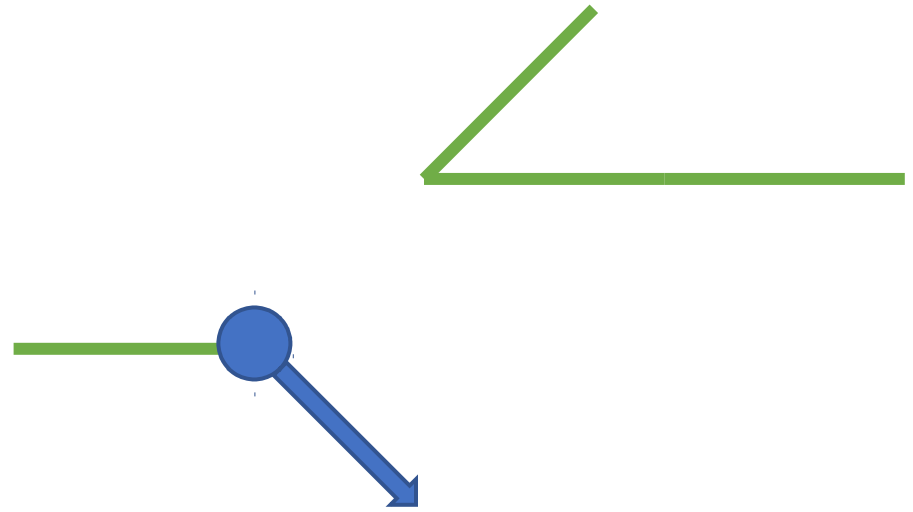
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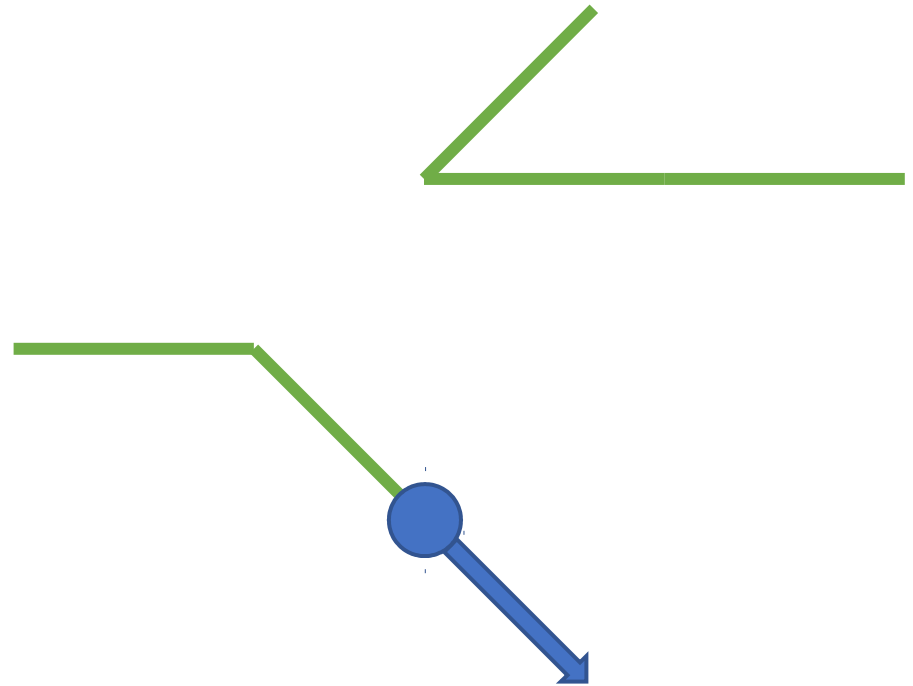
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