

Turtle Drawing Application

[Link](#) to code

In this task we will be designing a simple drawing package, the idea for this task comes from the classic kids toy Etchasketch, you may have had one when you were younger.



To make our drawing app we will be using python and the turtle module. Let's get started.

We first need to "configure" our working environment. Enter the code below, you may like to make some changes.

```
import turtle

pen = turtle.Turtle()
page = turtle.Screen()
```

In the code above, the turtle will be referred to as pen and the screen as page. You may like to change the shape of the pen.

Try

```
pen.shape("turtle")
```

Or the color (notice the spelling) of the turtle

Try

```
pen.color("red")
```

You have probably used python turtle to draw shapes and pictures using code, in this task we are going to learn how to move the cursor by using keys on the keyboard.

Procedures

The first thing we need to do is write some new procedures. A procedure is simply a piece of code, that we have given a name too, and we can reuse in our program over and over again.

Enter this