Complete List of TURTLE Commands

1. Basic Movement & Drawing

Function	Description
`forward(distance) fd(distance)` Moves the turtle forward by a specified distance	
`backward(distance)bk(distance)` Moves the turtle backward by a specified distance	
`right(angle) rt(angle)` Rotates the turtle clockwise by a given angle (degrees)	
`left(angle)lt(angle)` Rotates the turtle counterclockwise by a given angle	
`goto(x, y)` Moves the turtle to a specific coordinate	
`setx(x)` Moves the turtle to a specific x-coordinate	
`sety(y)` Moves the turtle to a specific y-coordinate	
`setpos(x, y) setposition(x, y)` Moves the turtle to (x, y)	
`home()` Moves the turtle back to the origin (0,0)	
`circle(radius, extent=None, steps=None)` Draws a circle or arc with a given radius	
`dot(size=None, color=None)` Draws a filled dot at the turtle's position	

2. Pen Control

Function	Description
`penup() pu()` Lifts the pen so the turtle moves without drawing	
`pendown() pd()` Lowers the pen so the turtle moves and draws	
`pensize(width) width(width)` Sets the thickness of the turtle's pen	
`pencolor(colour)` Changes the pen colour	
`fillcolor(colour)` Sets the fill colour for shapes	
`begin_fill()` Starts filling a shape	
`end_fill()` Stops filling a shape and fills it with the set fillcolor	

3. Turtle Appearance

Function	Description
`shape(name)` Sets the turtle shape ("arrow", "turtle", "circle", "square", "triangle", "classic")	
`shapesize(stretch_wid, stretch_len, outline)` Resizes the turtle	
`speed(speed)` Sets the turtle speed (1-10 or "slow", "normal", "fast", "fastest")	
`hideturtle() ht()` Hides the turtle	
`showturtle() st()` Shows the turtle	

4. Screen & Window Control

Function	Description
`Screen()` Creates a turtle screen object	
`bgcolor(colour)` Sets the background colour of the screen	
`title(title)` Sets the window title	
`clear()` Clears the turtle drawings without resetting position	
`reset()` Clears everything and resets the turtle to default position	
`bye()` Closes the turtle graphics window	

5. Event Handling

Function	Description
`onclick(function, btn=1, add=False)` Calls a function when the turtle is clicked	
`onscreenclick(function, btn=1, add=False)` Calls a function when the screen is clicked	
`onkey(function, key)` Calls a function when a key is pressed	
`listen()` Enables keyboard event listening	

6. Getting Information

Function	Description
`pos()` Returns the current position of the turtle as (x, y)	
`xcor()` Returns the current x-coordinate	
`ycor()` Returns the current y-coordinate	
`heading()` Returns the current turtle direction (angle)	
`distance(x, y)` Returns the distance from the current position to (x, y)	

7. Miscellaneous

Function	Description
`tracer(n, delay)` Controls animation speed (0 for instant drawing)	
`update()` Updates the screen (useful when tracer(0))	
`delay(milliseconds)` Sets the delay between turtle actions	