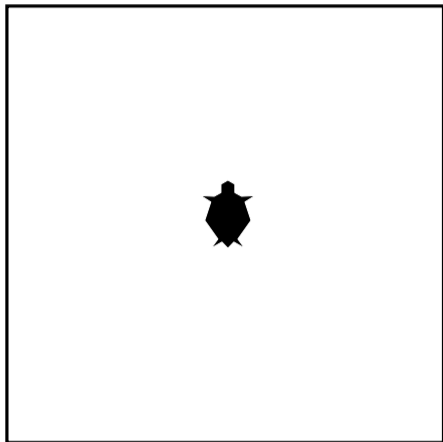


Programmez avec Turtle

INFORMATIQUE

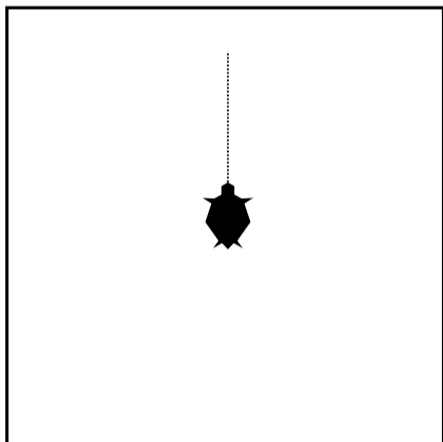
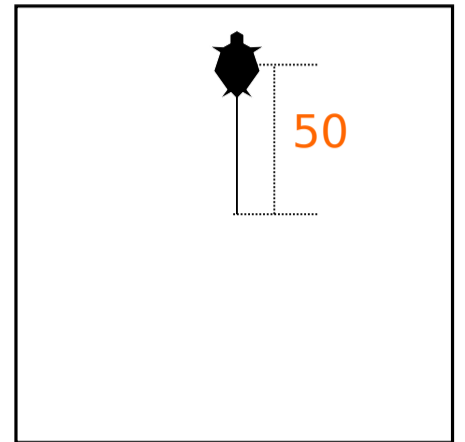
Robert VANDEN EYNDE



Avancer

```
fd(50)
```

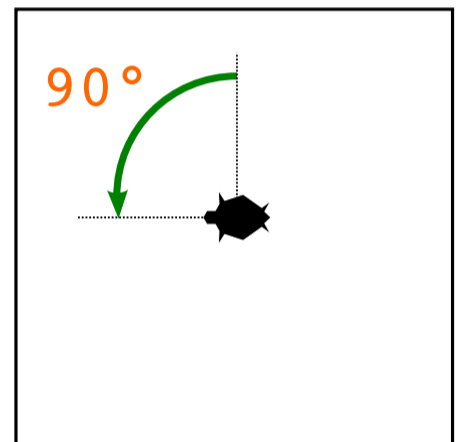
Distance



Tourner à gauche

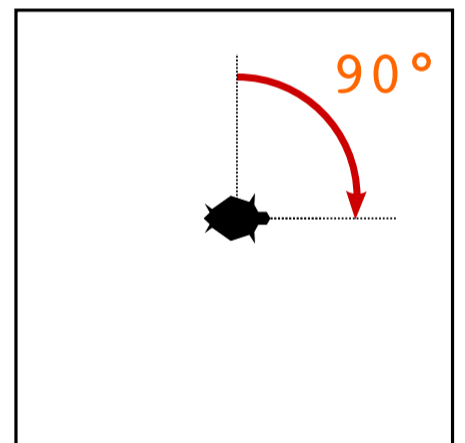
```
lt(90)
```

Angle (degrés)

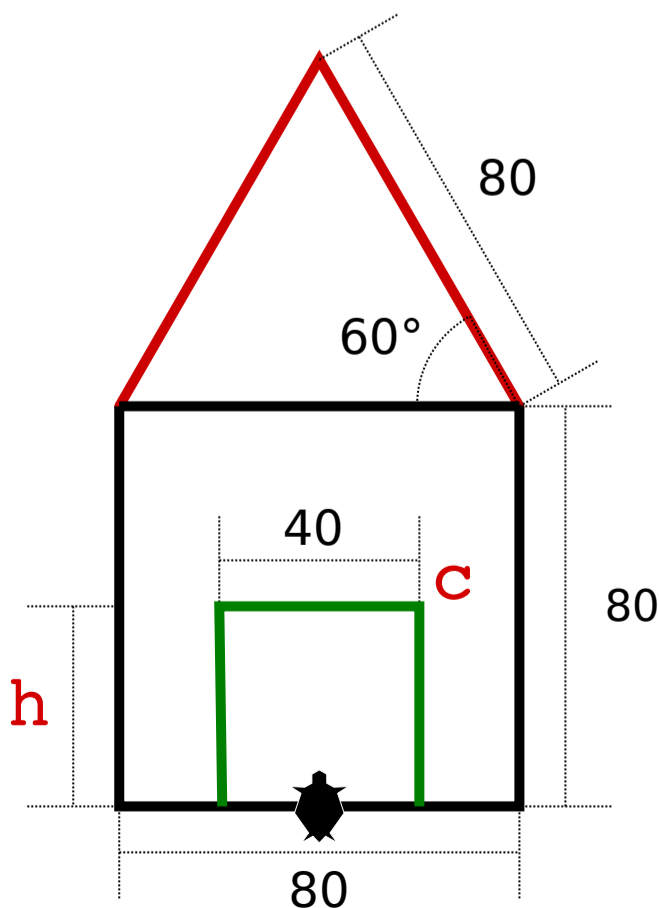


```
rt(90)
```

Tourner à droite



```
def maison(h, c):
```



```
→ maison(40, "green")
```

Couleurs

```
color("red")  
color(255, 125, 0)
```

Rouge Vert Bleu

Lever le crayon

```
pu()
```

Baisser le crayon

```
pd()
```

Répéter (boucles)

```
for i in range(5): ...
```

Nouvelles commandes (fonctions)

```
def carré(t): ... → carré(50)
```