Turtle motion

# Move and draw

forward() | fd()

backward() | bk() | back()

right() | rt()

left() | lt()

home()

circle()

dot()

stamp()

clearstamp()

clearstamps()

undo()

speed()

# Drawing state

pendown() | pd() | down()

penup() | pu() | up()

pensize() | width()

pen()

isdown()

Color control

color()

pencolor()

fillcolor()

# Filling

filling()

begin\_fill()

end\_fill()

# Appearance

shape()

resizemode()

shapesize() | turtlesize()

shearfactor()

settiltangle()

tiltangle()

tilt()

shapetransform()

get\_shapepoly()

# Using events

onclick()

onrelease()

ondrag()

# Methods of TurtleScreen/Screen

Window control

bgcolor()

bgpic()

# Animation control

delay()

tracer()