

Methods of the Turtle Class

About the nine Turtle methods:

- `new Turtle()` creates a Turtle object in the center of a drawing surface 760 pixels wide and 600 tall. The Turtle initially faces east and carries a black paintbrush. In the following, `sam` is a Turtle variable to which you have assigned a Turtle object.
- `sam.paint(angle, dist)` tells `sam` to turn counterclockwise by `angle` degrees and then go forward by `dist` pixels, leaving a trail of the current drawing color.
- `sam.move(angle, dist)` tells `sam` to turn counterclockwise by `angle` degrees and then go forward by `dist` pixels, without leaving any marks.
- `sam.swingAround(dist)` tells `sam` to draw a circle of radius `dist` pixels with `sam` at the center.
- `sam.fillCircle(dist)` tells `sam` to draw a circle of radius `dist` pixels with `sam` at the center, and fill its interior with the current drawing color.
- `sam.fillBox(width, height)` tells `sam` to draw a rectangle `width` pixels wide and `height` pixels tall, with `sam` at the center, and fill its interior with the current drawing color.
- `sam.switchTo(col)` tells `sam` to change the current drawing color to `col`, which can be any of BLACK, GRAY, BLUE, GREEN, RED, YELLOW, ORANGE, PINK, MAGENTA, and WHITE. Put "Color." in front of the name of a color you use in a program, unless you use it in a subclass of the Turtle class.
- `sam.say("whatever")` tells `sam` to print whatever is within the quotes.
- `sam.sleep(milli)` tells `sam` to suspend action for `milli` milliseconds.