

Проект “Примитивный Paint”

```
from turtle import *
```

```
v = 0 #максимальная скорость черепашки  
step = 15 #шаг
```

```
t = Turtle()  
t.color('blue')  
t.width(5)  
t.shape('circle')  
t.pendown()  
t.speed(v)  
t.i=0
```

```
def draw(x, y):  
    t.goto(x, y)
```

```
def move(x, y):  
    t.penup()  
    t.goto(x, y)  
    t.pendown()
```

```
def stepspace():  
    c = ['indian red', 'white', 'green', 'purple', 'yellow', 'steel blue', 'pink']  
    t.color(c[t.i])  
    t.i=t.i+1  
    if t.i>6 :  
        t.i=0
```

```
def stepUp():  
    t.goto(t.xcor(), t.ycor() + step)
```

```
def stepDown():  
    t.goto(t.xcor(), t.ycor() - step)
```

```
def stepLeft():  
    t.goto(t.xcor() - step, t.ycor())
```

```
def stepRight():
```

```
t.goto(t.xcor() + step, t.ycor())
```

```
def startFill():  
    t.begin_fill()
```

```
def endFill():  
    t.end_fill()
```

```
def sizepen_1():  
    t.width(1)
```

```
def sizepen_2():  
    t.width(5)
```

```
t.ondrag(draw)
```

```
scr = t.getscreen()  
scr.onclick(move)  
scr.onkey(stepspace, 'Space')  
scr.onkey(stepUp, 'Up')  
scr.onkey(stepDown, 'Down')  
scr.onkey(stepLeft, 'Left')  
scr.onkey(stepRight, 'Right')  
scr.onkey(startFill, 'f')  
scr.onkey(endFill, 'e')  
scr.onkey(sizepen_1, 'w')  
scr.onkey(sizepen_2, 's')
```

```
scr.listen()
```