

# **Turtle Graphics**

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Turtle graphics are available in two forms: traditional imperative turtle operations that draw into a fixed window, and functional turtle operations that consume and produce a turtle picture.

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# 1 Traditional Turtles

```
(require graphics/turtles)
```

---

```
(turtles on?) → void?  
  on? : any/c  
(turtles) → void?
```

Shows and hides the turtles window based on *on?*. If *on?* is not supplied, the state is toggled.

---

```
(move n) → void?  
  n : real?
```

Moves the turtle *n* pixels without drawing.

---

```
(draw n) → void?  
  n : real?
```

Moves the turtle *n* pixels and draws a line on the path.

---

```
(erase n) → void?  
  n : real?
```

Moves the turtle *n* pixels and erase along the path.

---

```
(move-offset h v) → void?  
  h : real?  
  v : real?  
(draw-offset h v) → void?  
  h : real?  
  v : real?  
(erase-offset h v) → void?  
  h : real?  
  v : real?
```

Like *move*, *draw*, and *erase*, but using a horizontal and vertical offset from the turtle's current position.

---

```
(turn theta) → void?  
  theta : real?
```

Turns the turtle *theta* degrees counter-clockwise.

---

```
(turn/radians theta) → void?  
  theta : real?
```

Turns the turtle *theta* radians counter-clockwise.

---

```
(clear) → void?
```

Erases the turtles window.

---

```
(split expr ...)
```

Spawns a new turtle where the turtle is currently located. In order to distinguish the two turtles, only the new one evaluates *expr*. For example, if you start with a fresh turtle-window and type:

```
(split (turn/radians (/ pi 2)))
```

you will have two turtles, pointing at right angles to each other. Continue with

```
(draw 100)
```

You will see two lines. Now, if you evaluate those two expression again, you will have four turtles, etc.

---

```
(split* expr ...)
```

Like (split *expr* ...), except that one turtle is created for each *expr*.

For example, to create two turtles, one pointing at  $\pi/2$  and one at  $\pi/3$ , evaluate

```
(split* (turn/radians (/ pi 3)) (turn/radians (/ pi 2)))
```

---

```
(tprompt expr ...)
```

Limits the splitting of the turtles. Before *expr* is evaluated, the state of the turtles (how many, their positions and headings) is “checkpointed.” Then *expr* is evaluated, and then the state of the turtles is restored, but all drawing that may have occurred during execution of *expr* remains.

For example

```
(tprompt (draw 100))
```

moves a turtle forward 100 pixel while drawing a line, and then moves the turtle be immediately back to it's original position. Similarly,

```
(tprompt (split (turn/radians (/ pi 2))))
```

splits the turtle into two, rotates one 90 degrees, and then collapses back to a single turtle.

The fern functions below demonstrate more advanced use of `tprompt`.

## 1.1 Examples

```
(require graphics/turtle-examples)
```

The `graphics/turtle-examples` library's source is meant to be read, but it also exports the following examples.

---

```
(regular-poly sides radius) → void?  
  sides : exact-nonnegative-integer?  
  radius : real?
```

Draws a regular poly centered at the turtle with `sides` sides and with radius `radius`.

---

```
(regular-polys n s) → void?  
  n : exact-nonnegative-integer?  
  s : any/c
```

Draws `n` regular polys each with `n` sides centered at the turtle.

---

```
(radial-turtles n) → void?  
  n : exact-nonnegative-integer?
```

Places  $2^n$  turtles spaced evenly pointing radially outward.

---

```
(spaced-turtles n) → void?  
  n : exact-nonnegative-integer?
```

Places  $2^n$  turtles evenly spaced in a line and pointing in the same direction as the original turtle.

---

`(spokes)` → `void?`

Draws some spokes, using `radial-turtles` and `spaced-turtles`.

---

`(spyro-gyra)` → `void?`

Draws a spyro-grya reminiscent shape.

---

`(neato)` → `void?`

As the name says...

---

`(graphics-bexam)` → `void?`

Draws a fractal that came up on an exam that the author took.

---

`serp-size` : `real?`

A constant that is a good size for the `serp` procedures.

---

```
(serp serp-size) → void?  
  serp-size : real?  
(serp-nosplit serp-size) → void?  
  serp-size : real?
```

Draws the Sierpinski triangle in two different ways, the first using `split` heavily. After running the first one, try executing `(draw 10)`.

---

`koch-size` : `real?`

A constant that is a good size for the `koch` procedures.

---

```
(koch koch-size) → void?  
  koch-size : real?  
(koch-nosplit koch-size) → void?  
  koch-size : real?
```

Draws the same Koch snowflake in two different ways.

---

`(lorenz a b c)` → `void?`

```
a : real?  
b : real?  
c : real?
```

Watch the Lorenz attractor (a.k.a. butterfly attractor) initial values *a*, *b*, and *c*.

---

```
(lorenz1) → void?
```

Calls `lorenze` with good initial values.

---

```
(peano1 peano-size) → void?  
  peano-size : real?  
(peano2 peano-size) → void?  
  peano-size : real?
```

Draws the Peano space-filling curve, where `peano1` uses `split`.

---

```
fern-size : exact-nonnegative-integer?
```

A good size for the `fern1` and `fern2` functions.

---

```
(fern1 fern-size) → void?  
  fern-size : exact-nonnegative-integer?  
(fern2 fern-size) → void?  
  fern-size : exact-nonnegative-integer?
```

Draws a fern fractal.

For `fern1`, you will probably want to point the turtle up before running this one, with something like:

```
(scheme (turn/radians (- (/ pi 2))))
```

For `fern2`, you may need to backup a little.

## 2 Value Turtles

```
(require graphics/value-turtles)
```

The value turtles are a variation on traditional turtles. Rather than having just a single window where each operation changes the state of that window, in the `graphics/value-turtles` library, the entire turtles window is treated as a value. This means that each of the primitive operations accepts, in addition to the usual arguments, a turtles-window value; instead of returning nothing, each returns a turtles-window value.

---

```
(turtles width
         height
         [init-x
          init-y
          init-angle]) → turtles-window?
width : real?
height : real?
init-x : real? = (/ width 2)
init-y : real? = (/ height 2)
init-angle : real? = 0
```

Creates a new turtles window with the given `width` and `height`. The remaining arguments specify position of the initial turtle and the direction in radians (where `0` is to the right).

---

```
(move n turtles) → turtles-window?
n : real?
turtles : turtles-window?
```

Moves the turtle `n` pixels, returning a new turtles window.

---

```
(draw n turtles) → turtles-window?
n : real?
turtles : turtles-window?
```

Moves the turtle `n` pixels and draws a line along the path, returning a new turtles window.

---

```
(erase n turtles) → turtles-window?
n : real?
turtles : turtles-window?
```

Moves the turtle `n` pixels and erases a line along the path, returning a new turtles window.



---

```
(move-offset h v turtles) → turtles-window?
  h : real?
  v : real?
  turtles : turtles-window?
(draw-offset h v turtles) → turtles-window?
  h : real?
  v : real?
  turtles : turtles-window?
(erase-offset h v turtles) → turtles-window?
  h : real?
  v : real?
  turtles : turtles-window?
```

Like `move`, `draw`, and `erase`, but using a horizontal and vertical offset from the turtle's current position.

---

```
(turn theta turtles) → turtles-window?
  theta : real?
  turtles : turtles-window?
```

Turns the turtle `theta` degrees counter-clockwise, returning a new turtles window.

---

```
(turn/radians theta turtles) → turtles-window?
  theta : real?
  turtles : turtles-window?
```

Turns the turtle `theta` radians counter-clockwise, returning a new turtles window.

---

```
(merge turtles1 turtles2) → turtles-window?
  turtles1 : turtles-window?
  turtles2 : turtles-window?
```

The `split` and `tprompt` forms provided by `graphics/turtles` isn't needed for `graphics/value-turtles`, since the turtles window is a value.

Instead, the `merge` accepts two turtles windows and combines the state of the two turtles windows into a single window. The new window contains all of the turtles of the previous two windows, but only the line drawings of the first turtles argument.

## 2.1 Examples

```
(require graphics/value-turtle-examples)
```

The `graphics/value-turtle-examples` library is similar to `graphics/turtle-examples`, but using `graphics/value-turtles` instead of `graphics/turtles`.