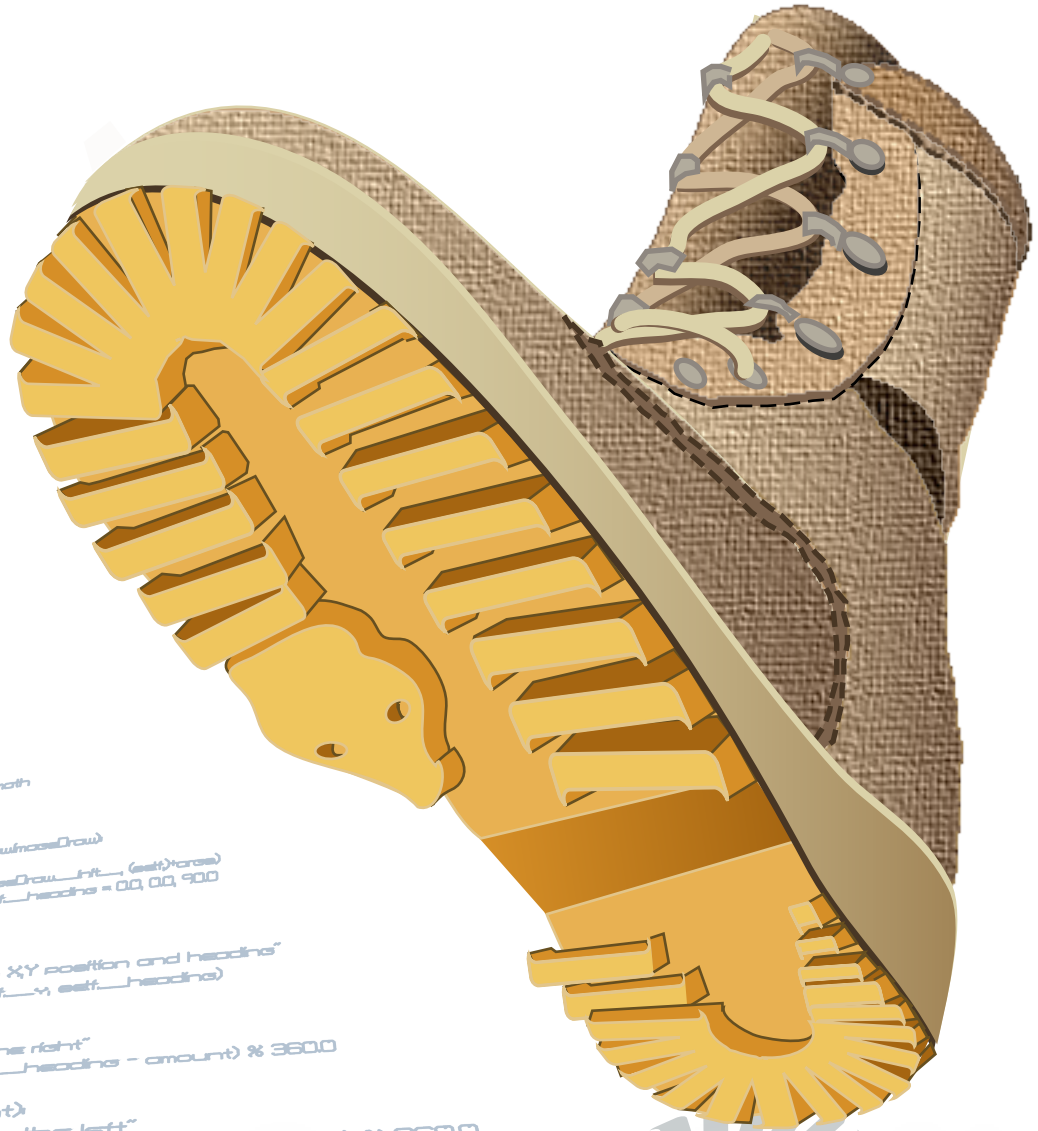


STEP into the CODE

Houston PyCamp

If you are a programmer familiar with basic programming concepts, PyCamp will get you productive using Python with just one week of training. If you have previous programming experience and want to step into Python programming as quickly, inexpensively and painlessly as possible, this boot camp is for you.



```
import turtle, math
des2rad = math.pi/180
class TurtleDraw(turtle.Turtle):
    def __init__(self, color):
        turtle.Turtle.__init__(self, color)
        self._x, self._y, self._heading = 0, 0, 90
        self._pendown()
    def tel(self):
        "Return the turtle's XY position and heading"
        return (self._x, self._y, self._heading)
    def right(self, amount):
        "Turn the turtle to the right"
        self._heading = (self._heading - amount) % 360
    def left(self, amount):
        "Turn the turtle to the left"
        self._heading = (self._heading + amount) % 360
    def backward(self, distance):
        "Move the turtle backward, drawing a line if the pen is down"
        self.forward(-distance)
    def forward(self, distance):
        "Move the turtle forward, drawing a line if the pen is down"
        im_x, im_y = self.limsize
        ex, ey = self._x, self._y
        distance = float(distance)
        ex = ex + distance * math.cos(self._heading * des2rad)
        ey = ey + distance * math.sin(self._heading * des2rad)
        self._x, self._y = (ex, ey)
        if not (0 <= ex < im_x) or not (0 <= ey < im_y):
            new_ex = ex % im_x, new_ey = ey % im_y
            self._x, self._y = (new_ex, new_ey)
            self._pendown()
            self.line((ex, ey), (new_ex, new_ey))
            self._x, self._y = new_ex, new_ey
```

<http://trizpug.org/boot-camp/hpyc1/>

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