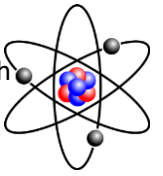




Name _____
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 Foundation of Programming

Miami Southridge High
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Programming Python with an On-Line Interpreter

An on-line interpreter lets you take Python anywhere you go. That way, you can make programs when you do not have a school purchased tutorial program, or experiment with programs on your own. If you want to make fast efficient code, consider installing the Python compiler at <https://www.python.org/>.

To run the on-line interpreter:

1. Open a browser
2. Search for <https://trinket.io/python>
3. If you make an account you can save right inside the program itself.




Trinket.io



Brave Sir Robin

To save programs externally, way one:

1. Click the char icon 
2. Click email
3. Send the program to yourself.

To save programs externally, way2:

1. Highlight all the text. (CTRL A)
2. Copy it. (CTRL C)
3. Open a program like notepad that you can save.
4. Click in the program
5. Paste your Python program. (CTRL P)
6. Save to E: (your flash drive.)

Example of using turtle graphics in Trinket:

```
import turtle  
wn = turtle.Screen()  
t = turtle.Turtle()
```

```
t.speed(0)  
for i in range(36):  
    t.forward(200)  
    t.right(170)
```

The first three lines set Python up for turtle graphics. In this program all graphics apply to a turtle named **t**. You will need to type the turtle name (**t**) before each command, followed by a period. The variable **wn** is the name of the screen. These names can be whatever you want them to be.