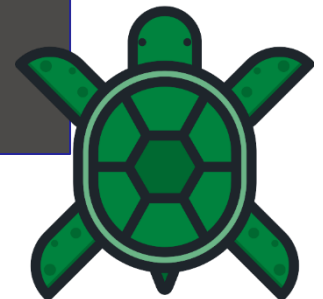
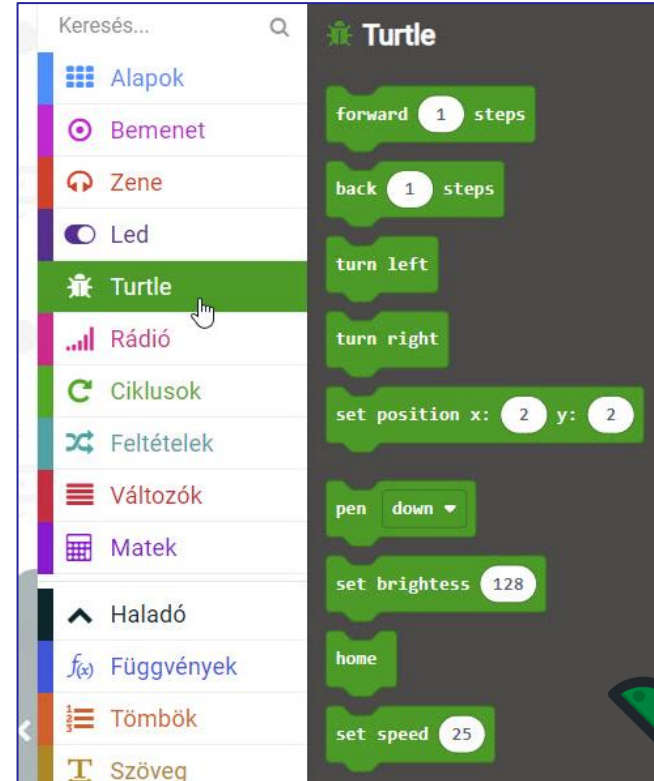


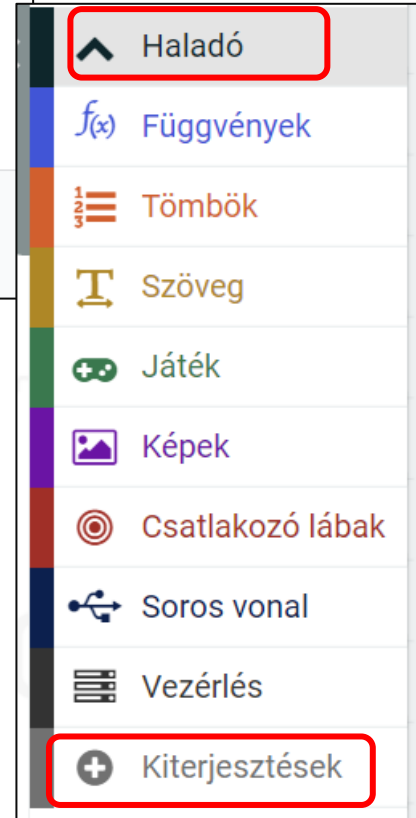
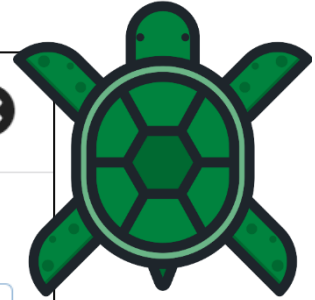
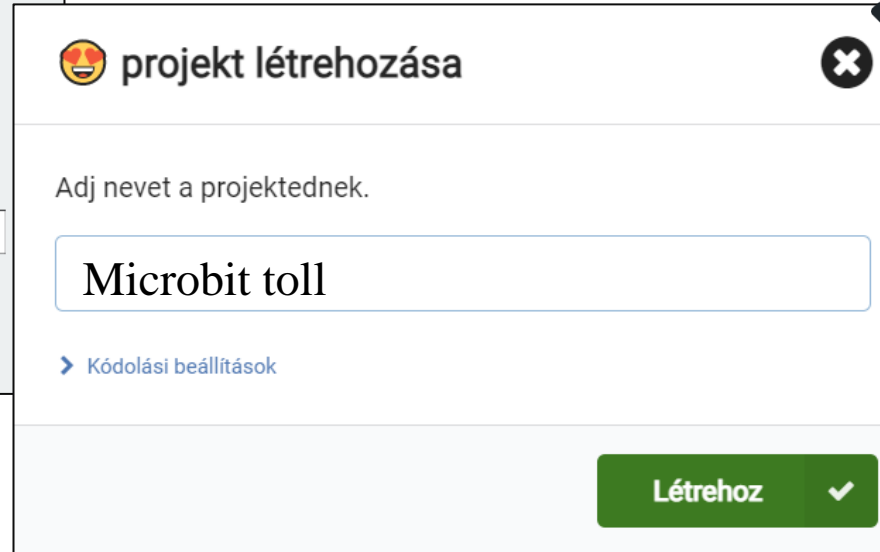
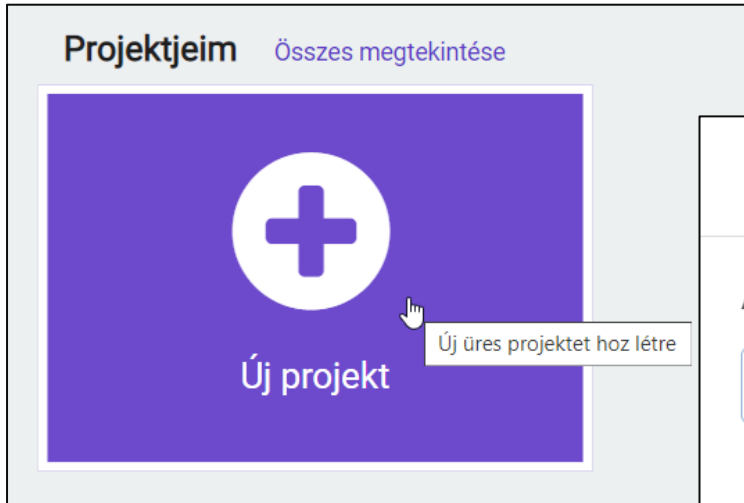
Micro:bit teknős 1.



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<https://makecode.microbit.org/pkg/microsoft/pxt-microturtle#turtle-forward>

<https://makecode.microbit.org/>



Hozzá kell adni
-> haladó -> kiterjesztések

Be kell írni a **microturtle** kifejezést

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A screenshot of the Microsoft MakeCode IDE interface for a micro:bit. The top bar shows the Microsoft logo and 'micro:bit'. On the right, there are buttons for 'Blokkok' and 'JS Java'. The main workspace is divided into three sections: a left panel for 'Kiterjesztések' (Extensions) with a search bar containing 'microturtle' and a search result for the 'microturtle' extension; a central panel showing a preview of the micro:bit hardware; and a right panel for 'Alapok' (Basics) with a search bar and a list of categories including 'Turtle', 'Rádió', 'Ciklusok', etc. The 'Turtle' category is highlighted with a red box. On the far right, a 'Turtle' block palette is visible, containing various blocks like 'forward 1 steps', 'back 1 steps', 'turn left', 'turn right', 'set position x: 2 y: 2', 'pen down', 'set brightness 128', 'home', and 'set speed 25'.

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Menj előre

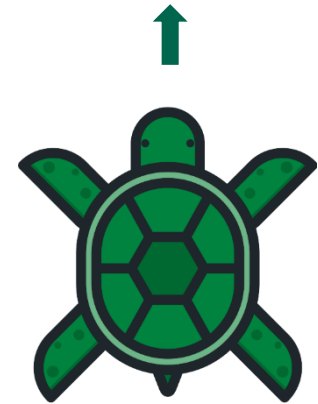


 JavaScript

```
function turtle.forward(steps: number): void;
```

 Python

```
def turtle.forward(steps: number): None
```



Előre mozog a teknős a megadott számú lépéssel.

Menj hátra (vissza)



 JavaScript

```
function turtle.back(steps: number): void;
```

 Python

```
def turtle.back(steps: number): None
```



A teknős a megadott számú lépéssel hátrafelé mozog.

Blokk utasítások  Turtle

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Fordulj balra

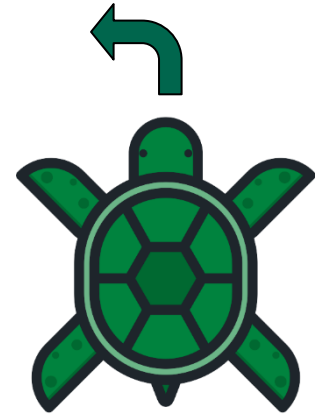


 JavaScript

```
function turtle.turnLeft(): void;
```

 Piton

```
def turtle.turn_left(): None
```



A teknős balra fordul 90 fokkal.

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Blokk utasítások  Turtle

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Fordulj jobbra

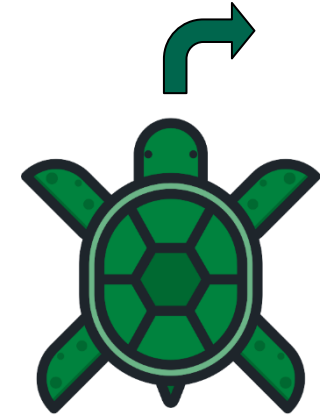
turn right

 JavaScript

```
function turtle.turnRight(): void;
```

 Python

```
def turtle.turn_right(): None
```

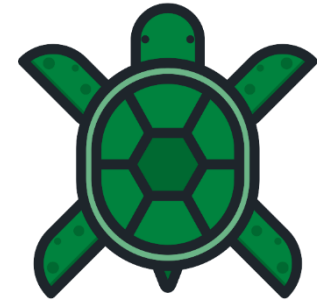


A teknős jobbra fordul 90 fokkal.

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Adott helyre mozdulás (pozíció)



```
set position x: 2 y: 2
```

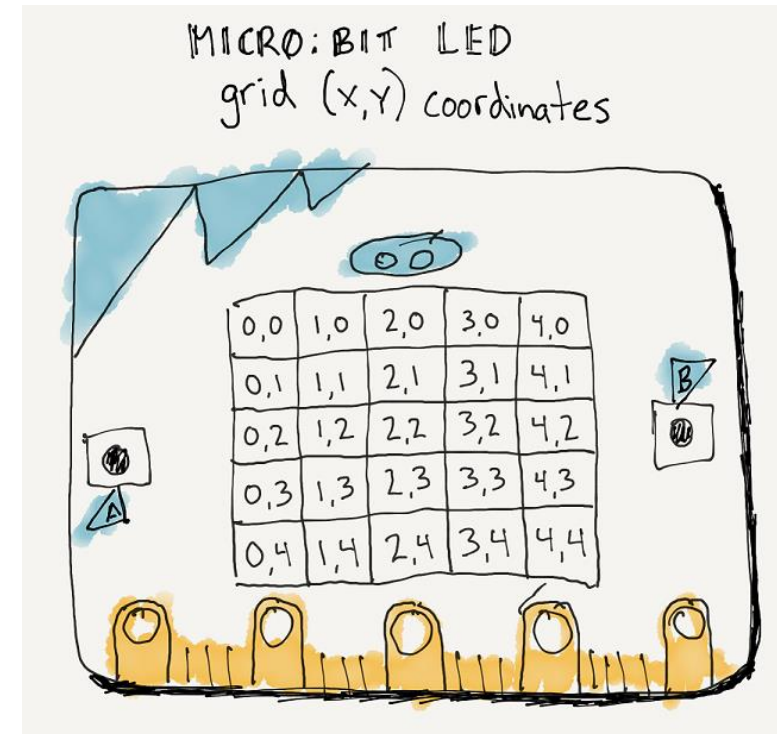
JS JavaScript

```
function turtle.setPosition(x: number, y: number): void;
```

P Piton

```
def turtle.set_position(x: number, y: number): None
```

A teknős adott helyre mozdul.





Fényerősség

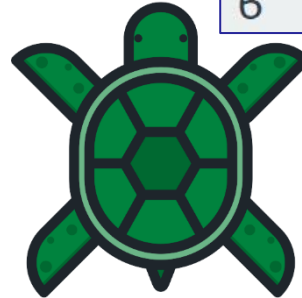


JS JavaScript

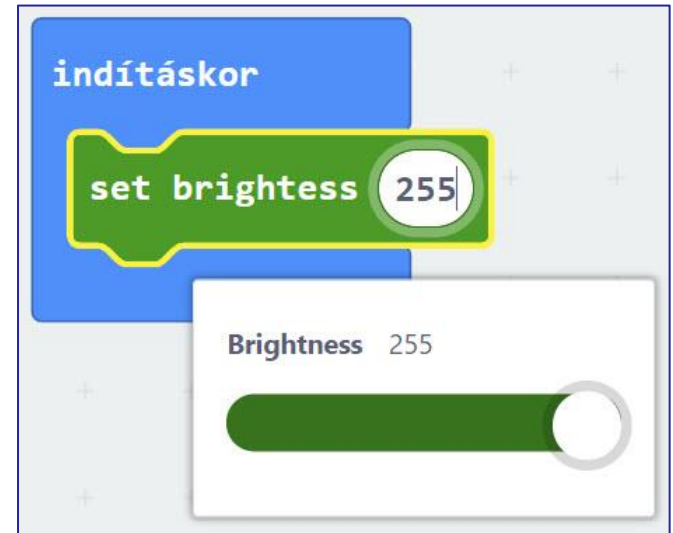
```
1 turtle.setBrightness(255)
2 basic.forever(function () {
3
4 })
5
```

Piton

```
1 turtle.set_brightness(255)
2
3 def on_forever():
4     pass
5 basic.forever(on_forever)
6
```



A ledek fényerejének szabályozása 0-255 érték között.



Blokk utasítások  Turtle

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Tollat le és tollat fel

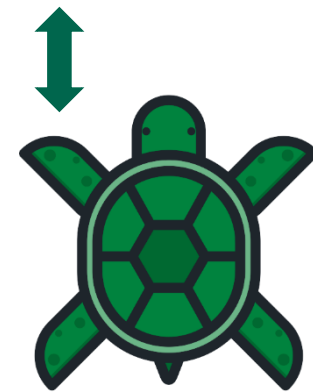


 JavaScript

```
function turtle.pen(mode: TurtlePenMode): void;
```

 Piton

```
def turtle.pen(mode: TurtlePenMode): None
```



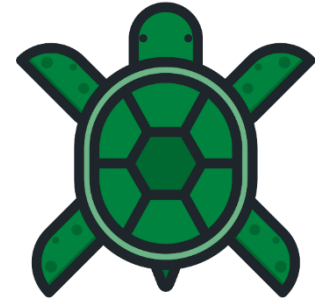
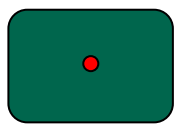
Down toll le (a teknős rajzol)
Up toll fel (nincs nyom)



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A képernyő közepére való mozgás



JS JavaScript

```
function turtle.home(): void;
```

P Piton

```
def turtle.home(): None
```

A teknős a képernyő közepére megy, iránya felfelé.
Pozíció (2,2)



Sebesség



 JavaScript

```
function turtle.setSpeed(stepsPerSecond: number): void;
```

 Python

```
def turtle.set_speed(stepsPerSecond: number): None
```

A teknős sebességének beállítása
(másodpercenként hány lépést tegyen).

