

CLASS: VIII

TOPIC: CHAPTER 3: FUNCTION POWER WITH TURTLE
MONTH: JULY 2026

NOTES OF LESSON

I Answer the following in short: (SA)

1. State the purpose of the `goto()` function used in Turtle graphics.

Ans: The `goto()` function moves the turtle directly to the specified (x,y) coordinates on the screen without drawing while moving.

2. Name the Turtle screen function used for changing the background color of the drawing window.

Ans: The `bgcolor()` function changes the background color of the turtle screen.

3. Define arguments in the context of python functions.

Ans: Arguments are input values provided to a function when it is called.

4. Briefly explain the function of `setheading` in Turtle graphics.

Ans: The `setheading()` function changes the direction the turtle is facing to the angle given, without changing its position.

5. Identify the python module that generates random numbers useful for digital dice applications.

Ans: The `random` module in Python is used to generate random numbers, which helps simulate dice rolls.

II Answer the following briefly: (1A)

1. Write the difference between a module and a library in python, with examples.

	Module	Library
*	Python adds packages that contain ready-made functions for specific jobs. These packages are called as Modules.	A Library in python is a collection of dozens or hundreds of many modules working together.
*	They are smaller and highly specific.	Much broader and more extensive in scope.
*	Examples: <code>math</code> , <code>random</code> .	Examples: <code>Turtle</code> , <code>NumPy</code> , <code>matplotlib</code> .

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Math for mathematical operations

random for generating random numbers.

Turtle for graphics

Numpy for data science
matplotlib for charts/graphs.

III

Competency Based Questions:

1.

While creating a python art project, the turtle window looks tiny and hides part of the drawing. which function can adjust its size?

Ans:

`turtle.setup()` (or) `turtle.screensize()`

`turtle.setup (width, height)` is used to set the size and position of the main window screen.

2.

During testing, a turtle moves left when it should go right. which function helps correct its direction?

Ans:

`turtle.right()`

This turns the turtle clockwise by a specified number of degrees to change

its heading to the right side.

3. while coding a virtual dice game, the player needs a random number from 1 to 6. which function gives this output?

Ans: random is the function belongs to the random module and generates a random integer number between the two specified numbers, inclusive of both 1 and 6.