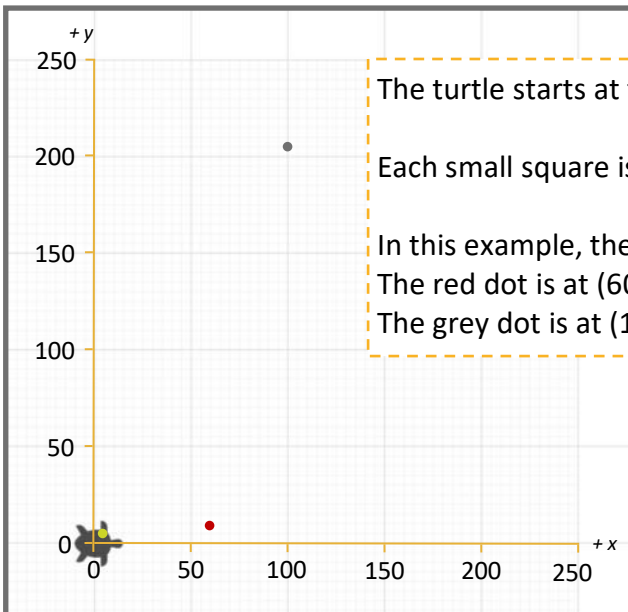


Turtlestitch Maths

Coordinates in four quadrants

An alternative to using move and turn commands is to instruct the turtle to move to a location by giving a coordinate.



The turtle starts at the coordinate (0, 0).

Each small square is worth 5.

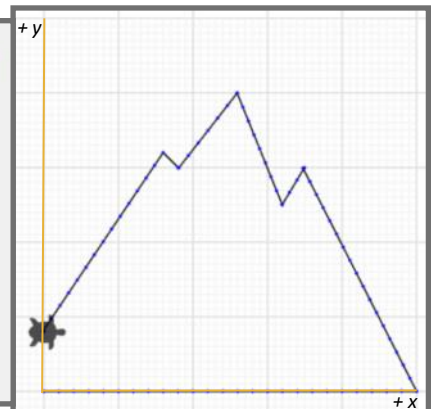
In this example, the green dot is at (5, 5).

The red dot is at (60, 10).

The grey dot is at (100, 205).

```

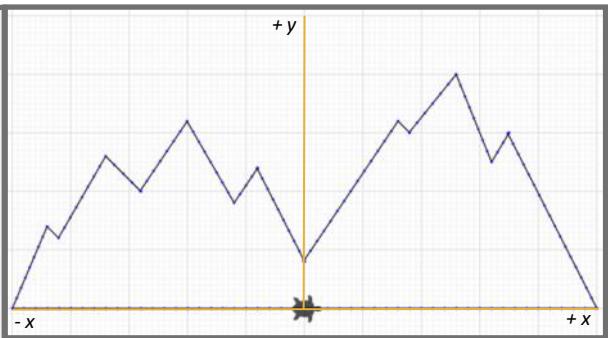
running stitch by 10 steps
go to x: 250 y: 0
go to x: 175 y: 150
go to x: 180 y: 125
go to x: 130 y: 200
go to x: 90 y: 150
go to x: 80 y: 180
go to x: 0 y: 40
    
```



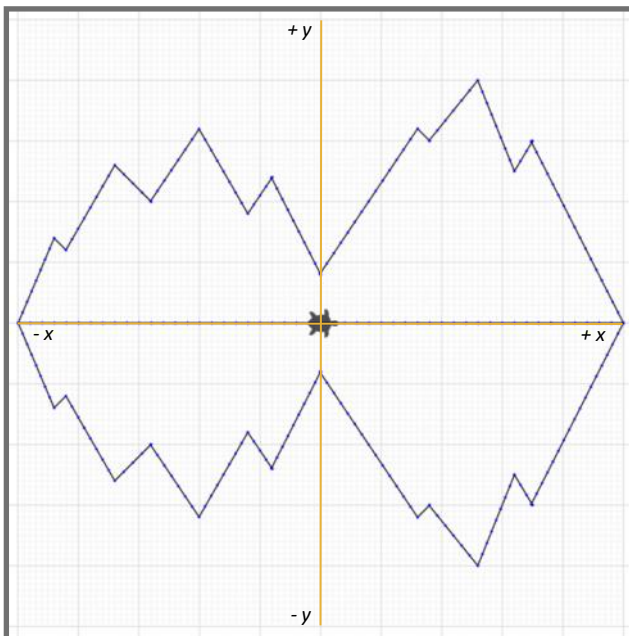
```

go to x: -40 y: 120
go to x: -80 y: 90
go to x: -100 y: 160
go to x: -140 y: 100
go to x: -170 y: 130
go to x: -210 y: 80
go to x: -220 y: 70
go to x: -250 y: 0
go to x: 0 y: 0

```



To draw the mountain on the left, I added these instructions. The drawing has moved into the negative part of the x axis.



```

go to x: 250 y: 0
go to x: 175 y: -150
go to x: 160 y: -125
go to x: 130 y: -200
go to x: 90 y: -150
go to x: 80 y: -160
go to x: 0 y: -40
go to x: -40 y: -120
go to x: -80 y: -90
go to x: -100 y: -160
go to x: -140 y: -100
go to x: -170 y: -130
go to x: -210 y: -80
go to x: -220 y: -70
go to x: -250 y: 0
go to x: 0 y: 0

```

To reflect the mountains, I added this code. To write it, I duplicated (copied) the existing code and made the y numbers negative.

Taking it further...

When is it more useful to use coordinates than move and turn?