Mac - Terminal Commands

```
ls                                  Displays contents of the current directory(folder)
cd [PATH FILE]                      Navigates into the directory specified by the path file given
cd ..                               Navigates "up" a folder from current directory
mkdir [FOLDER NAME]                 Creates a new directory inside the current directory
touch [FILENAME.EXTENSTION]         Creates a new file in the current directory with name and filetype specified
```

Windows - Command Prompt Commands

```
dir                                 Displays contents of the current directory(folder)
cd [PATH FILE]                      Navigates into the directory specified by the path file given
cd ..                               Navigates "up" a folder from current directory
mkdir [FOLDER NAME]                 Creates a new directory inside the current directory
type nul > [FILENAME.EXTENSTION]    Creates a new file in the current directory with name/filetype specified
```

Common Python Syntax

```
if (condition):                         #Reminder syntax for conditional statement
      #must tab for code to execute when true
elif(condition):
      #must tab for code to execute when true
else:
      #must tab for code to execute in other cases
number = 5                              #Creating an integer variable
name = "Suzy"                           #Creating a string variable
while(condition):                       #Example code for while loop
      #must tab for all code to execute
      #continually while condition is true
for [NUMBER] in range(x,y):             #Example code of a for loop
      #must tab for all code to execute
```

Helpful KTLib/Python Commands

```
object.connect()                    #Connects to drone, on failure will retry specified # of times
object.disconnect()                 #Disconnects from drone
object.takeoff()                    #Initiates takeoff, on failure will retry until specified # of seconds
object.land()                       #Initiates landing, on failure will retry until specified # of seconds
object.cw("degrees")                #Turns the drone the specified degrees in the clockwise direction
object.ccw("degrees")               #Turns the drone the specified degrees, counter-clockwise
object.stop()                       #Causes drone to hover in the air
object.forward("cm")                #Flies drone forward the specified amount of cm
object.back("cm")                   # Flies drone backwards the specified amount of cm
object.left("cm")                   # Flies drone to the left the specified amount of cm
object.right("cm")                  # Flies drone right the specified amount of cm
print("text")                       #Prints what's inside of the parenthesis
input(STRING)                       #Allows input from the keyboard, waits on user hit enter before
                                        continuing the program.
```