[11pt, a4paper]article opgave fancyStyle

DEV01-1 Assignment 3 Youri Tjang

isTentamenfalse showAntwoordfalse

graphicx

document opgave1

1 Write a program that allows any student to reach the goal.1 Also use the memory model (program counter, variables, etc) shown in the slides. And write a complete run of your program.1

itemize

N o whiles and ifs

Y ou can use distances, ages, furniture, etc. Everything within the room.

B etween the student and the door there are no objects

M ake the assignment on your own

O nly use pen and paper