Reeborg's World

Hurdle 3 ✓ | World Info | Python | Reeborg's keyboard | Additional options

English

55/55

Reeborg says: I'm done!

Reeborg is at the correct x position. ✔
Reeborg is at the correct y position. ✔

Python Code | **library**

```python
def turn_right():
    turn_left()
    turn_left()
    turn_left()

def jump():

    if right_is_clear():
        turn_right()
        move()

    elif wall_in_front():
        turn_left()

    else:
        move()

while not at_goal():
    jump()
```
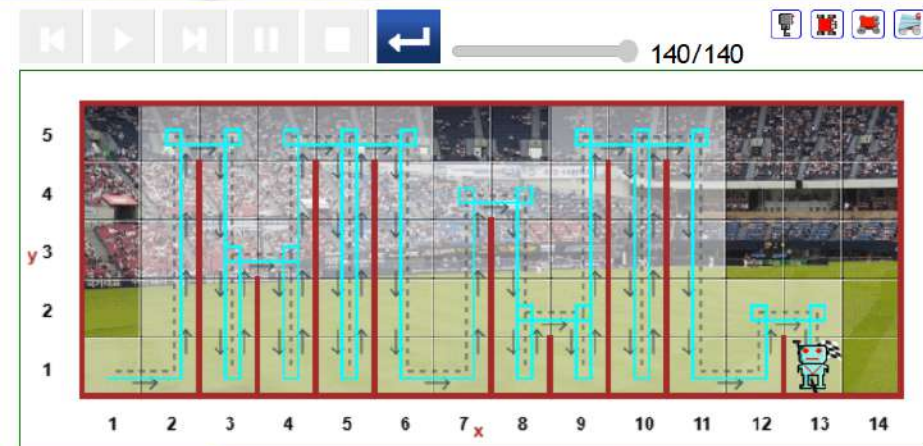
Reeborg's World

Hurdle 4 ✓ 😊 | **World Info** Python | **Reeborg's keyboard** | **Additional options** | English

140/140

5
4
y 3
2
1

1 2 3 4 5 6 7 x 8 9 10 11 12 13 14

Reeborg says: I'm done! ✕

Reeborg is at the correct x position. ✔
Reeborg is at the correct y position. ✔

Python Code | **library**

```python
def turn_right():
    turn_left()
    turn_left()
    turn_left()


def jump():

    if right_is_clear():
        turn_right()
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    elif wall_in_front():
        turn_left()

    else:
        move()

while not at_goal():
    jump()
```

Course: 100 Days of Code™: The ×   Reeborg's World ×   +

reeborg.ca/reeborg.html?lang=en&mode=python&menu=worlds%2Fmenus%2Freeborg_intro_en.json&name=Maze&url=worlds%2Ftutorial_en%2Fmaze1.json

Reeborg's World

Maze ✓ | World Info | Python | Reeborg's keyboard | Additional options | English

136/136

6
5
4
y
3
2
1

  1   2   3 x 4   5   6

Reeborg says: I'm done! ✕

Reeborg is at the correct x position. ✔
Reeborg is at the correct y position. ✔

Python Code | library   A↓A A↑A

```python
1  def turn_right():
2      turn_left()
3      turn_left()
4      turn_left()
5
6  def jump():
7
8      if right_is_clear():
9          turn_right()
10         move()
11
12     elif wall_in_front():
13         turn_left()
14
15     else:
16         move()
17
18  while not at_goal():
19      jump()
20
```
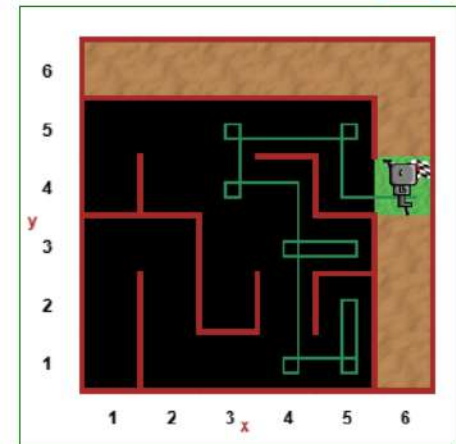
ENG   06:22 PM
IN   07-12-2025