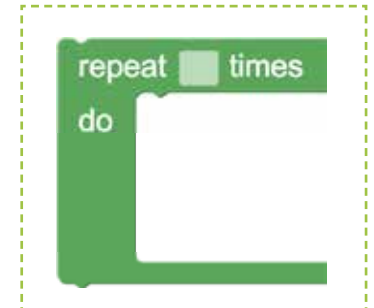
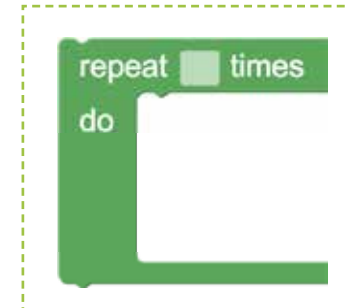
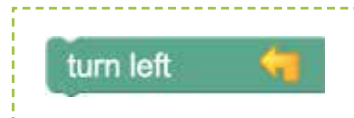
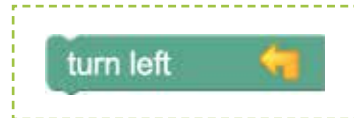
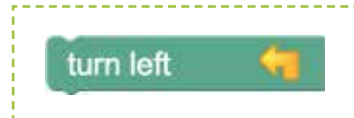
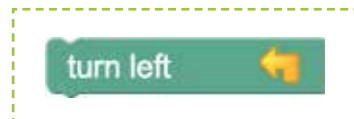
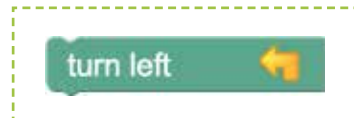


Move forwards

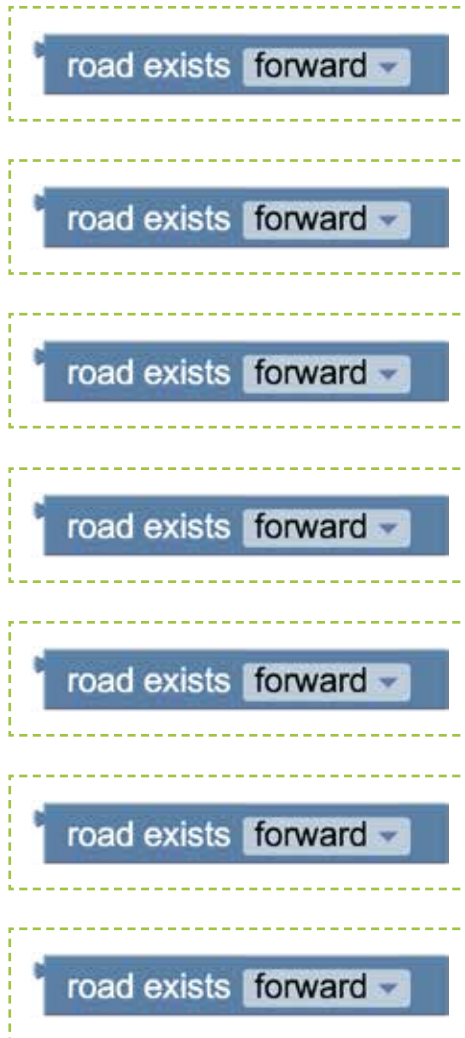
Turn left

Turn right

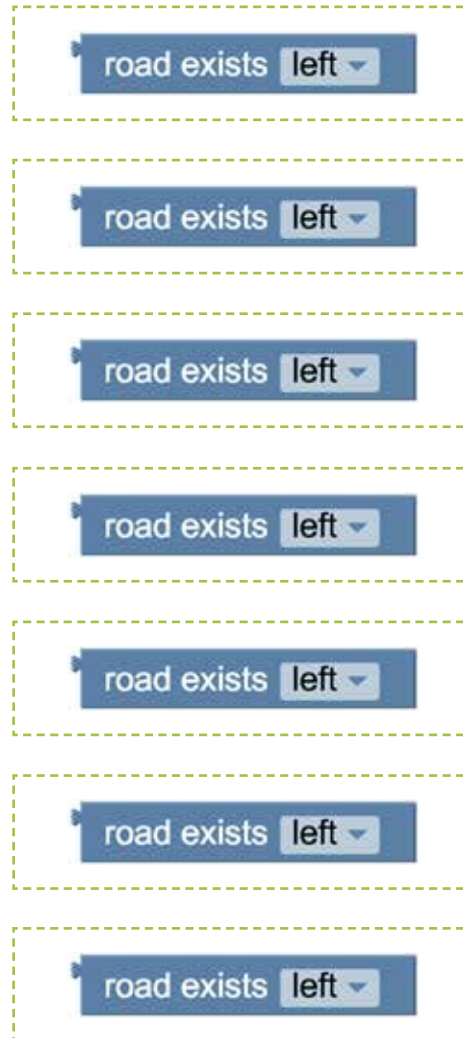
Repeat



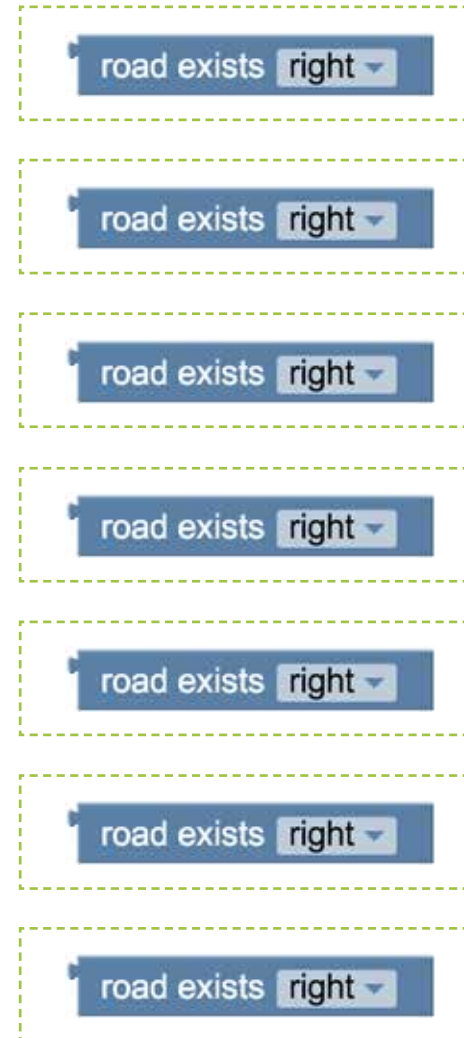
Road exists forward



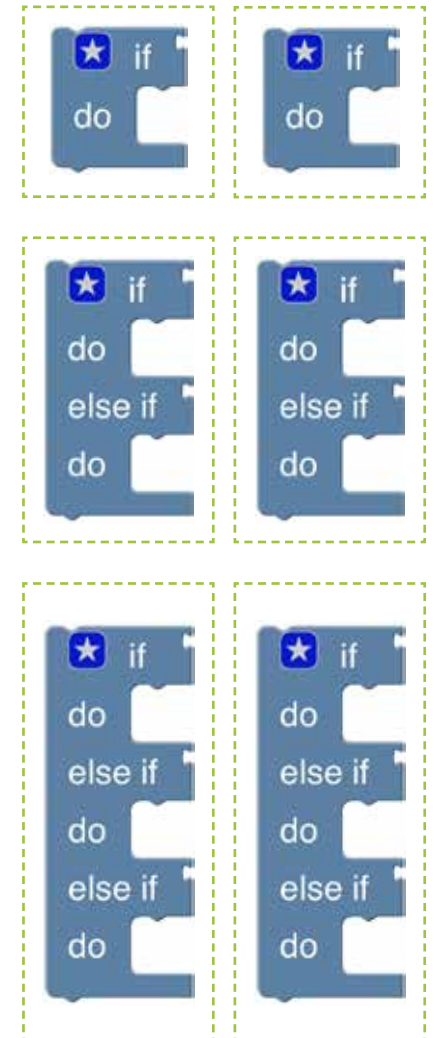
Road exists left



Road exists right

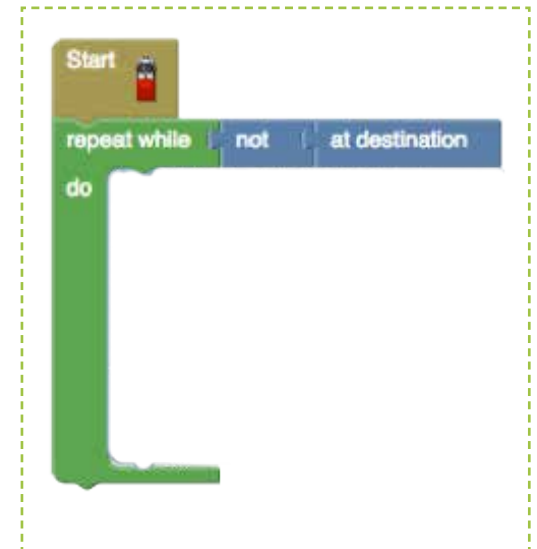
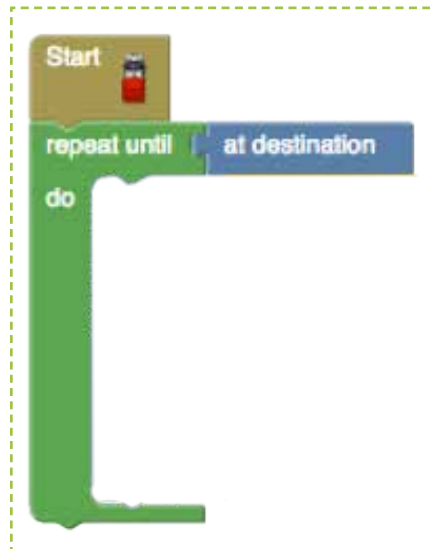
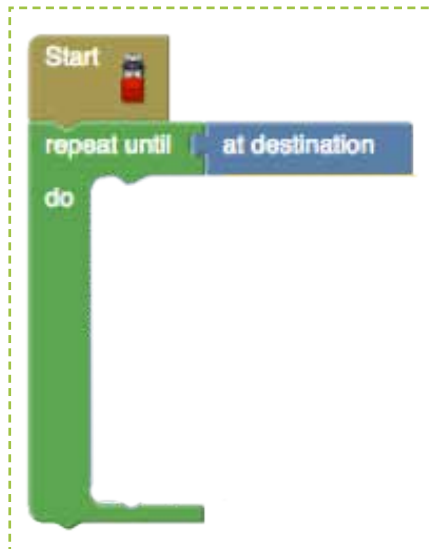
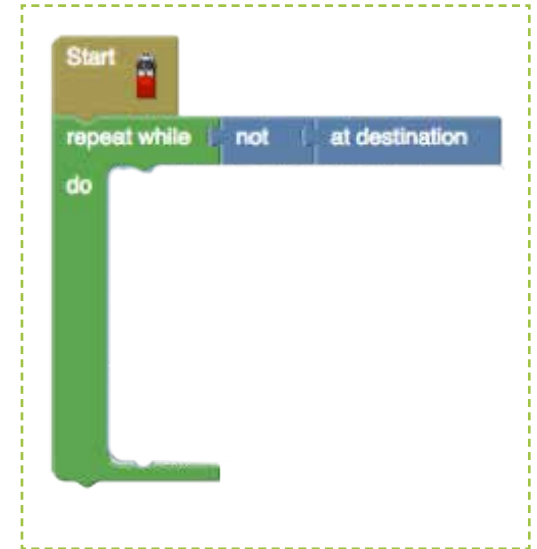
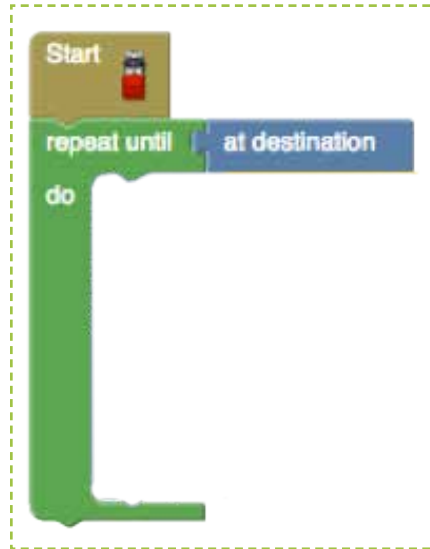
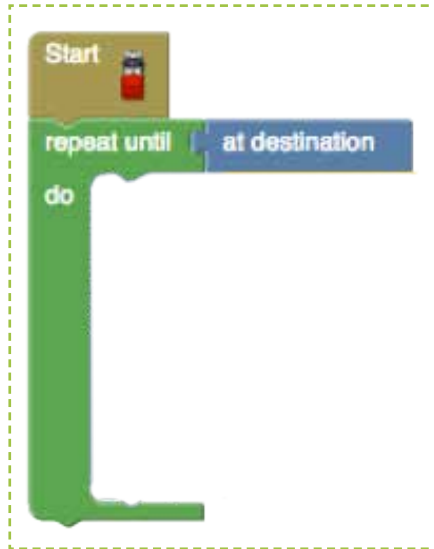


if... do...

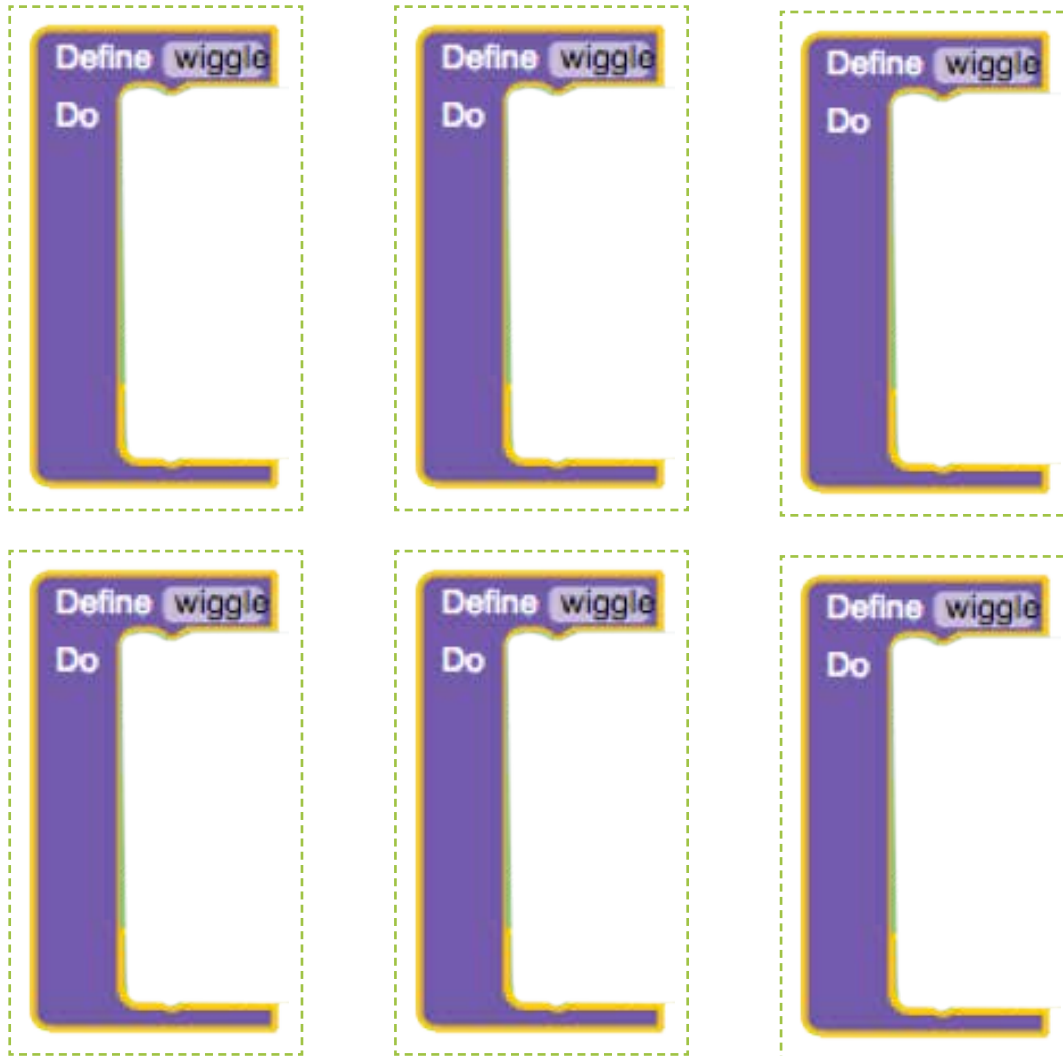


Repeat until do

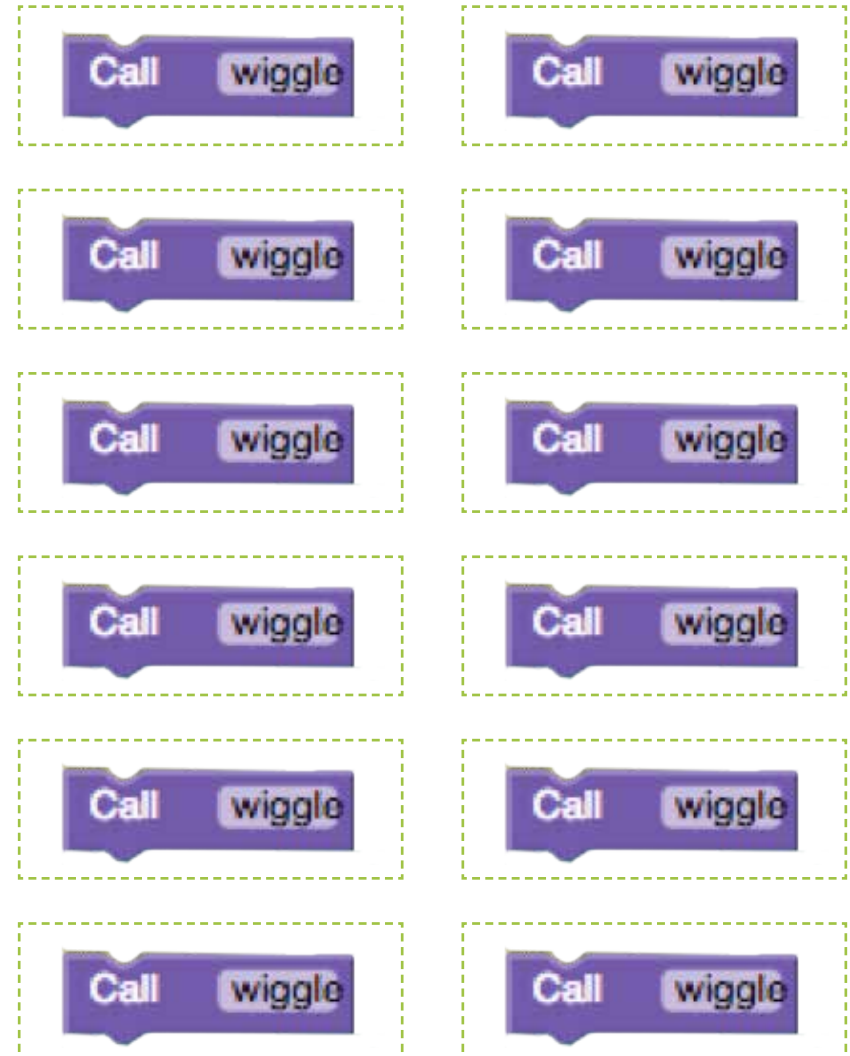
Repeat while do



Define do



Call



Sequence instructions

```
v.move_forwards()
```

```
v.turn_right()
```

```
v.turn_left()
```

```
v.wait()
```

```
v.move_forwards()
```

```
v.turn_right()
```

```
v.turn_left()
```

```
v.wait()
```

```
v.move_forwards()
```

```
v.turn_right()
```

```
v.turn_left()
```

```
v.wait()
```

```
v.move_forwards()
```

```
v.turn_right()
```

```
v.turn_left()
```

```
v.wait()
```

Repetition

```
for count in range(3):
```

```
while v.at_destination():
```

```
while not v.at_destination():
```

```
for count in range(3):
```

```
while v.at_destination():
```

```
while not v.at_destination():
```

```
for count in range(3):
```

```
while v.at_destination():
```

```
while not v.at_destination():
```

Selection

```
if ____():
```

```
elif ____():
```

```
else:
```

```
if ____():
```

```
elif ____():
```

```
else:
```

```
if ____():
```

```
elif ____():
```

```
else:
```

Procedures

Define

```
def procname():
```

Call

```
procname()
```

Define

```
def procname():
```

Call

```
procname()
```

Define

```
def procname():
```

Call

```
procname()
```

Define

```
def procname():
```

Call

```
procname()
```

Variables

```
length = 10
```

```
length = length + 5
```

```
length = 10
```

```
length = length + 5
```

```
length = 10
```

```
length = length + 5
```

```
length = 10
```

```
length = length + 5
```