



World: 5x5 ▼

```
1 /**
2  * Welcome to the Stanford Karel IDE.
3  * This is a free space for you to
4  * write any Karel program you want.
5  */
6 function main(){
7     //your code here
8     upwardDiagonal();
9     downwardDiagonal();
10 }
11
12 function upwardDiagonal(){
13     upMove();
14     upMove();
15     upMove();
16     upMove();
17     putBeeper();
18     turnAround();
19 }
20
21 function downwardDiagonal(){
22     downMove();
23     downMove();
24     downMove();
25     downMove();
26     pickBeeper();
27     turnAround();
28 }
29
30 function upMove(){
31     putBeeper();
32     turnLeft();
33     move();
34     turnRight();
35     move();
36 }
37
38 function downMove(){
39     pickBeeper();
40     turnLeft();
41     move();
42     turnRight();
43     move();
44 }
45 }
46
```