

Código estágio 14 da Code.org

Link: <https://studio.code.org/c/1374557414>

```
turnLeft();
moveForward();
placeBlock("logJungle");
moveForward();
for (var count = 0; count < 2; count++) {
    destroyBlock();
    placeBlock("logJungle");
    moveForward();
}
placeBlockAhead("bedrock");
placeBlockAhead("logJungle");
turnRight();
destroyBlock();
placeBlock("logJungle");
moveForward();
turnLeft();
placeBlockAhead("grass");
turnRight();
moveForward();
turnLeft();
placeBlockAhead("bedrock");
placeBlockAhead("logJungle");
for (var count2 = 0; count2 < 2; count2++) {
    turnRight();
}
destroyBlock();
for (var count3 = 0; count3 < 10; count3++) {
    placeBlock("logJungle");
    moveForward();
}
destroyBlock();
for (var count4 = 0; count4 < 3; count4++) {
    placeBlock("logJungle");
    moveForward();
}
turnRight();
placeBlock("logJungle");
for (var count5 = 0; count5 < 4; count5++) {
    moveForward();
    plantCrop();
}
turnRight();
moveForward();
turnRight();
for (var count6 = 0; count6 < 3; count6++) {
    plantCrop();
    moveForward();
}
```

```
}
turnLeft();
plantCrop();
moveForward();
turnLeft();
for (var count7 = 0; count7 < 3; count7++) {
    plantCrop();
    moveForward();
}
turnRight();
plantCrop();
moveForward();
turnRight();
for (var count8 = 0; count8 < 3; count8++) {
    plantCrop();
    moveForward();
}
plantCrop();
turnLeft();
moveForward();
placeTorch();
for (var count9 = 0; count9 < 5; count9++) {
    moveForward();
}
turnLeft();
for (var count10 = 0; count10 < 5; count10++) {
    moveForward();
    placeBlock("logJungle");
}
turnLeft();
for (var count11 = 0; count11 < 4; count11++) {
    moveForward();
    placeBlock("logJungle");
}
turnLeft();
for (var count12 = 0; count12 < 2; count12++) {
    moveForward();
}
turnRight();
moveForward();
turnRight();
placeTorch();
for (var count13 = 0; count13 < 2; count13++) {
    moveForward();
}
placeBlockAhead("bedrock");
moveForward();
turnRight();
for (var count14 = 0; count14 < 2; count14++) {
    placeBlockAhead("bricks");
}
}
```

```
for (var count15 = 0; count15 < 2; count15++) {
    turnRight();
}
moveForward();
for (var count16 = 0; count16 < 3; count16++) {
    ifBlockAhead("lava", function() {
        placeBlockAhead("bedrock");
    });
    placeBlock("bricks");
    moveForward();
}
turnRight();
placeBlock("bricks");
for (var count17 = 0; count17 < 3; count17++) {
    moveForward();
    destroyBlock();
    placeBlock("bricks");
}
moveForward();
turnRight();
destroyBlock();
placeBlock("bricks");
moveForward();
turnRight();
destroyBlock();
turnLeft();
placeBlock("bricks");
moveForward();
placeBlockAhead("bedrock");
placeBlock("bricks");
moveForward();
turnRight();
placeBlockAhead("glass");
placeBlock("bricks");
for (var count18 = 0; count18 < 3; count18++) {
    ifBlockAhead("lava", function() {
        placeBlockAhead("glass");
    });
    moveForward();
}
turnLeft();
moveForward();
turnLeft();
for (var count19 = 0; count19 < 3; count19++) {
    moveForward();
    placeBlock("bricks");
}
turnRight();
for (var count20 = 0; count20 < 5; count20++) {
    moveForward();
    placeBlock("bricks");
}
```

```

}
turnRight();
moveForward();
placeBlock("bricks");
turnLeft();
moveForward();
placeTorch();
turnRight();
for (var count21 = 0; count21 < 2; count21++) {
    moveForward();
}
placeTorch();
turnRight();
moveForward();
placeBlock("bricks");
moveForward();
turnRight();
destroyBlock();
turnLeft();
for (var count22 = 0; count22 < 3; count22++) {
    placeBlock("glass");
    moveForward();
}
turnRight();
moveForward();
turnRight();
for (var count23 = 0; count23 < 9; count23++) {
    ifBlockAhead("water", function() {
        placeBlockAhead("grass");
    });
    moveForward();
}
turnRight();
for (var count24 = 0; count24 < 2; count24++) {
    placeBlockAhead("planksJungle");
}
for (var count25 = 0; count25 < 2; count25++) {
    turnRight();
}
placeBlockAhead("grass");
moveForward();
turnRight();
moveForward();
placeBlock("planksJungle");
moveForward();
shear();
turnLeft();
placeBlockAhead("planksJungle");
for (var count26 = 0; count26 < 2; count26++) {
    turnRight();
}

```

```
placeBlock("planksJungle");
for (var count27 = 0; count27 < 2; count27++) {
    moveForward();
}
placeBlockAhead("planksJungle");
placeBlock("planksJungle");
turnLeft();
moveForward();
turnRight();
for (var count28 = 0; count28 < 2; count28++) {
    moveForward();
}
shear();
plantCrop();
turnLeft();
moveForward();
turnLeft();
for (var count29 = 0; count29 < 3; count29++) {
    moveForward();
}
shear();
plantCrop();
turnRight();
for (var count30 = 0; count30 < 2; count30++) {
    moveForward();
}
turnLeft();
for (var count31 = 0; count31 < 2; count31++) {
    moveForward();
}
shear();
plantCrop();
for (var count32 = 0; count32 < 2; count32++) {
    turnRight();
}
for (var count33 = 0; count33 < 3; count33++) {
    moveForward();
}
turnRight();
for (var count34 = 0; count34 < 2; count34++) {
    plantCrop();
    moveForward();
}
turnLeft();
moveForward();
turnLeft();
shear();
turnRight();
moveForward();
turnLeft();
for (var count35 = 0; count35 < 2; count35++) {
```

```

    plantCrop();
    moveForward();
}
for (var count36 = 0; count36 < 2; count36++) {
    turnRight();
}
for (var count37 = 0; count37 < 4; count37++) {
    moveForward();
}
turnRight();
placeBlockAhead("planksJungle");
for (var count38 = 0; count38 < 2; count38++) {
    turnLeft();
}
for (var count39 = 0; count39 < 3; count39++) {
    placeBlock("planksJungle");
    moveForward();
}
turnLeft();
placeBlock("planksJungle");
moveForward();
placeBlock("planksJungle");
moveForward();
turnLeft();
destroyBlock();
for (var count40 = 0; count40 < 2; count40++) {
    turnLeft();
}
placeBlock("planksJungle");
moveForward();
turnRight();
for (var count41 = 0; count41 < 10; count41++) {
    moveForward();
}
for (var count42 = 0; count42 < 3; count42++) {
    moveForward();
}
turnRight();
for (var count43 = 0; count43 < 7; count43++) {
    moveForward();
}
turnLeft();
for (var count44 = 0; count44 < 2; count44++) {
    moveForward();
}
turnRight();

```

```
turnLeft();
moveForward();
placeBlock("logJungle");
moveForward();
for (var count = 0; count < 2; count++) {
    destroyBlock();
    placeBlock("logJungle");
    moveForward();
}
placeBlockAhead("bedrock");
placeBlockAhead("logJungle");
turnRight();
destroyBlock();
placeBlock("logJungle");
moveForward();
turnLeft();
placeBlockAhead("grass");
turnRight();
moveForward();
turnLeft();
placeBlockAhead("bedrock");
placeBlockAhead("logJungle");
for (var count2 = 0; count2 < 2; count2++) {
    turnRight();
}
destroyBlock();
for (var count3 = 0; count3 < 10; count3++) {
    placeBlock("logJungle");
    moveForward();
}
destroyBlock();
for (var count4 = 0; count4 < 3; count4++) {
    placeBlock("logJungle");
    moveForward();
}
turnRight();
placeBlock("logJungle");
for (var count5 = 0; count5 < 4; count5++) {
    moveForward();
    plantCrop();
}
turnRight();
moveForward();
turnRight();
for (var count6 = 0; count6 < 3; count6++) {
    plantCrop();
    moveForward();
}
turnLeft();
```

```
plantCrop();
moveForward();
turnLeft();
for (var count7 = 0; count7 < 3; count7++) {
    plantCrop();
    moveForward();
}
turnRight();
plantCrop();
moveForward();
turnRight();
for (var count8 = 0; count8 < 3; count8++) {
    plantCrop();
    moveForward();
}
plantCrop();
turnLeft();
moveForward();
placeTorch();
for (var count9 = 0; count9 < 5; count9++) {
    moveForward();
}
turnLeft();
for (var count10 = 0; count10 < 5; count10++) {
    moveForward();
    placeBlock("logJungle");
}
turnLeft();
for (var count11 = 0; count11 < 4; count11++) {
    moveForward();
    placeBlock("logJungle");
}
turnLeft();
for (var count12 = 0; count12 < 2; count12++) {
    moveForward();
}
turnRight();
moveForward();
turnRight();
placeTorch();
for (var count13 = 0; count13 < 2; count13++) {
    moveForward();
}
placeBlockAhead("bedrock");
moveForward();
turnRight();
for (var count14 = 0; count14 < 2; count14++) {
    placeBlockAhead("bricks");
}
for (var count15 = 0; count15 < 2; count15++) {
    turnRight();
}
```



```

}
moveForward();
for (var count16 = 0; count16 < 3; count16++) {
    ifBlockAhead("lava", function() {
        placeBlockAhead("bedrock");
    });
    placeBlock("bricks");
    moveForward();
}
turnRight();
placeBlock("bricks");
for (var count17 = 0; count17 < 3; count17++) {
    moveForward();
    destroyBlock();
    placeBlock("bricks");
}
moveForward();
turnRight();
destroyBlock();
placeBlock("bricks");
moveForward();
turnRight();
destroyBlock();
turnLeft();
placeBlock("bricks");
moveForward();
placeBlockAhead("bedrock");
placeBlock("bricks");
moveForward();
turnRight();
placeBlockAhead("glass");
placeBlock("bricks");
for (var count18 = 0; count18 < 3; count18++) {
    ifBlockAhead("lava", function() {
        placeBlockAhead("glass");
    });
    moveForward();
}
turnLeft();
moveForward();
turnLeft();
for (var count19 = 0; count19 < 3; count19++) {
    moveForward();
    placeBlock("bricks");
}
turnRight();
for (var count20 = 0; count20 < 5; count20++) {
    moveForward();
    placeBlock("bricks");
}
turnRight();

```

```
moveForward();
placeBlock("bricks");
turnLeft();
moveForward();
placeTorch();
turnRight();
for (var count21 = 0; count21 < 2; count21++) {
    moveForward();
}
placeTorch();
turnRight();
moveForward();
placeBlock("bricks");
moveForward();
turnRight();
destroyBlock();
turnLeft();
for (var count22 = 0; count22 < 3; count22++) {
    placeBlock("glass");
    moveForward();
}
turnRight();
moveForward();
turnRight();
for (var count23 = 0; count23 < 9; count23++) {
    ifBlockAhead("water", function() {
        placeBlockAhead("grass");
    });
    moveForward();
}
turnRight();
for (var count24 = 0; count24 < 2; count24++) {
    placeBlockAhead("planksJungle");
}
for (var count25 = 0; count25 < 2; count25++) {
    turnRight();
}
placeBlockAhead("grass");
moveForward();
turnRight();
moveForward();
placeBlock("planksJungle");
moveForward();
shear();
turnLeft();
placeBlockAhead("planksJungle");
for (var count26 = 0; count26 < 2; count26++) {
    turnRight();
}
placeBlock("planksJungle");
for (var count27 = 0; count27 < 2; count27++) {
```

```

    moveForward();
}
placeBlockAhead("planksJungle");
placeBlock("planksJungle");
turnLeft();
moveForward();
turnRight();
for (var count28 = 0; count28 < 2; count28++) {
    moveForward();
}
shear();
plantCrop();
turnLeft();
moveForward();
turnLeft();
for (var count29 = 0; count29 < 3; count29++) {
    moveForward();
}
shear();
plantCrop();
turnRight();
for (var count30 = 0; count30 < 2; count30++) {
    moveForward();
}
turnLeft();
for (var count31 = 0; count31 < 2; count31++) {
    moveForward();
}
shear();
plantCrop();
for (var count32 = 0; count32 < 2; count32++) {
    turnRight();
}
for (var count33 = 0; count33 < 3; count33++) {
    moveForward();
}
turnRight();
for (var count34 = 0; count34 < 2; count34++) {
    plantCrop();
    moveForward();
}
turnLeft();
moveForward();
turnLeft();
shear();
turnRight();
moveForward();
turnLeft();
for (var count35 = 0; count35 < 2; count35++) {
    plantCrop();
    moveForward();
}

```

```
}  
for (var count36 = 0; count36 < 2; count36++) {  
    turnRight();  
}  
for (var count37 = 0; count37 < 4; count37++) {  
    moveForward();  
}  
turnRight();  
placeBlockAhead("planksJungle");  
for (var count38 = 0; count38 < 2; count38++) {  
    turnLeft();  
}  
for (var count39 = 0; count39 < 3; count39++) {  
    placeBlock("planksJungle");  
    moveForward();  
}  
turnLeft();  
placeBlock("planksJungle");  
moveForward();  
placeBlock("planksJungle");  
moveForward();  
turnLeft();  
destroyBlock();  
for (var count40 = 0; count40 < 2; count40++) {  
    turnLeft();  
}  
placeBlock("planksJungle");  
moveForward();  
turnRight();  
for (var count41 = 0; count41 < 10; count41++) {  
    moveForward();  
}  
for (var count42 = 0; count42 < 3; count42++) {  
    moveForward();  
}  
turnRight();  
for (var count43 = 0; count43 < 7; count43++) {  
    moveForward();  
}  
turnLeft();  
for (var count44 = 0; count44 < 2; count44++) {  
    moveForward();  
}  
turnRight();
```

OK