**Warmup**

**Your task**: Write a program in the editor, that makes Karel move, pick a beeper, then move.

**If you are feeling stuck** ask a question on the discussion forum:

[https://codeinplace.stanford.edu/cip5/forum](/cip5/forum)

The "editor" is the area to the right with the tab heading "main.py" where you can write text. You should write a solution as a Karel program.

Your program should have a main function with three commands:

1. move()
2. pick\_beeper()
3. move()

When you hit the run button, your program will execute line-by-line. After it finishes, Karel's world should look like this:

A cartoon character with black and white dots

AI-generated content may be incorrect.

**Confused?** No worries. This problem uses material from chapters 1 through 4 in the [Karel Reader.](https://compedu.stanford.edu/karel-reader/docs/python/en/intro.html) Have you read that yet?