**Karel Waves**

Write a program that has Karel draw four small "waves". Each wave is a triangle made up of three beepers. There is a gap between each wave.

This is the state of Karel's world when Karel starts:

This is state of Karel's world when Karel has finished making waves!

**A few notes**

* Karel always begins at the bottom left corner of the world, facing East
* Karel's bag has infinite beepers.
* It does not matter which direction Karel ends up facing.
* You may assume that the world is always **exactly** 11 columns wide and 5 columns tall. Your program only needs to work for this sized world.
* You **must not** use any non-Karel features like variables, return or break. You may use any Karel features described in the course reader.