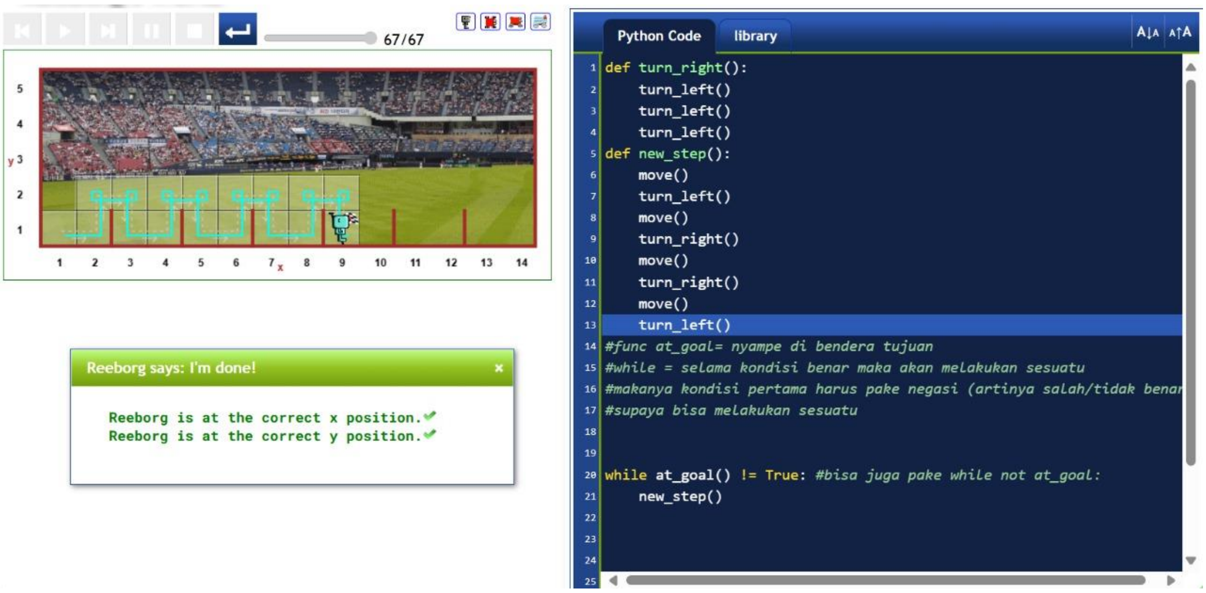
## Hurdle 2

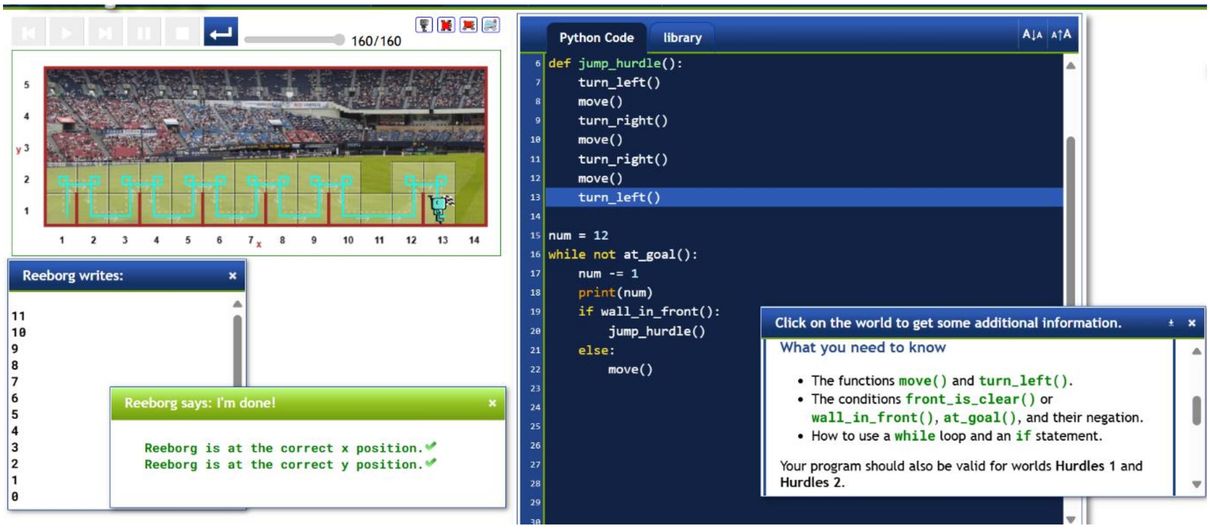


```
def turn_right():
    turn_left()
    turn_left()
    turn_left()
def new_step():
    move()
    turn_left()
    move()
    turn_right()
    move()
    turn_right()
    move()
    turn_left()
#func at_goal= nyampe di bendera tujuan
#while = selama kondisi benar maka akan melakukan sesuatu
#makanya kondisi pertama harus pake negasi (artinya salah/tidak benar
#supaya bisa melakukan sesuatu


while at_goal() != True: #bisa juga pake while not at_goal:
    new_step()
```

Reeborg says: I'm done!

```
Reeborg is at the correct x position.✓
Reeborg is at the correct y position.✓
```

## Hurdle 3



```
def jump_hurdle():
    turn_left()
    move()
    turn_right()
    move()
    turn_right()
    move()
    turn_left()

num = 12
while not at_goal():
    num -= 1
    print(num)
    if wall_in_front():
        jump_hurdle()
    else:
        move()
```

Reeborg writes:

```
11
10
9
8
7
6
5
4
3
2
1
0
```

Reeborg says: I'm done!

```
Reeborg is at the correct x position.✓
Reeborg is at the correct y position.✓
```

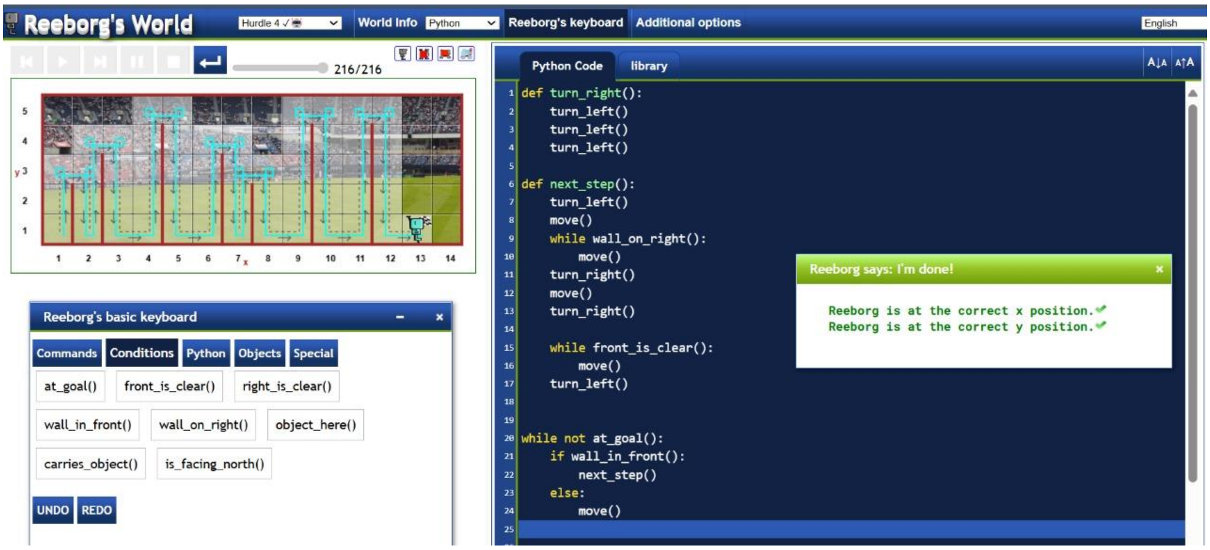
Click on the world to get some additional information.

What you need to know

- The functions `move()` and `turn_left()`.
- The conditions `front_is_clear()` or `wall_in_front()`, `at_goal()`, and their negation.
- How to use a `while` loop and an `if` statement.

Your program should also be valid for worlds **Hurdles 1** and **Hurdles 2**.

## Hurdle 4

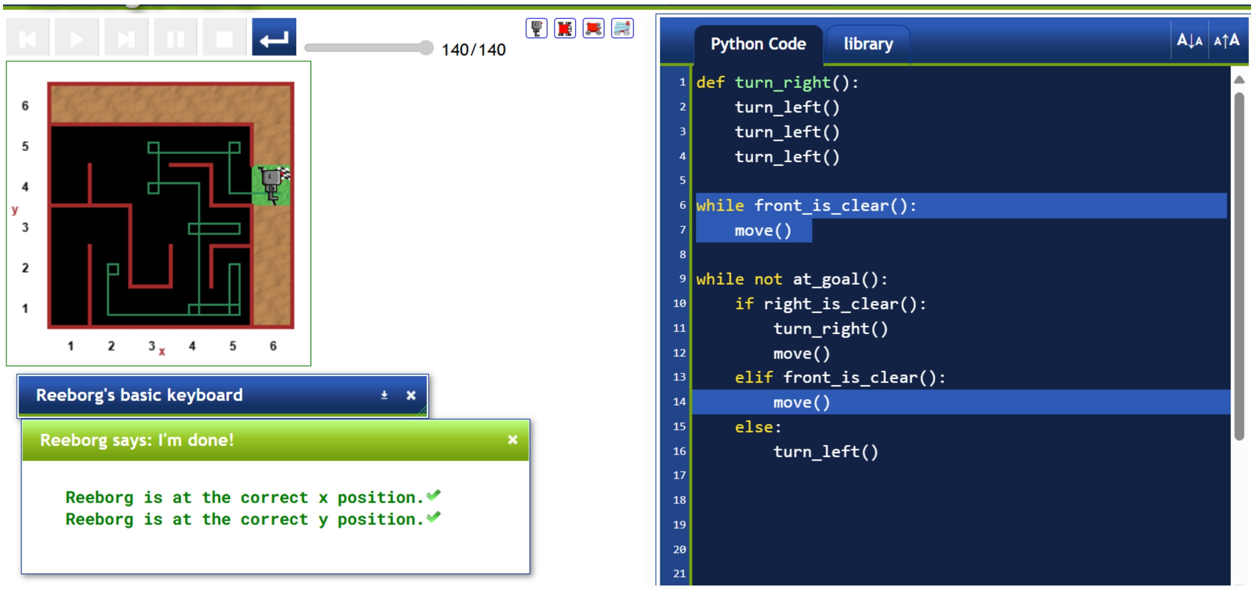


```python
def turn_right():
    turn_left()
    turn_left()
    turn_left()

def next_step():
    turn_left()
    move()
    while wall_on_right():
        move()
    turn_right()
    move()
    turn_right()

    while front_is_clear():
        move()
    turn_left()


while not at_goal():
    if wall_in_front():
        next_step()
    else:
        move()
```

Reeborg says: I'm done!

```
Reeborg is at the correct x position.✓
Reeborg is at the correct y position.✓
```

## Escaping the Maze



```python
def turn_right():
    turn_left()
    turn_left()
    turn_left()

while front_is_clear():
    move()

while not at_goal():
    if right_is_clear():
        turn_right()
        move()
    elif front_is_clear():
        move()
    else:
        turn_left()
```

Reeborg says: I'm done!

```
Reeborg is at the correct x position.✓
Reeborg is at the correct y position.✓
```