Lab 6

Step A1: Done

Step A2: Keep moving until you hit a wall, You then turn left. If there is a wall to your right, Move forward, unless there is a wall in front, you then turn left. Keep repeating until you find the window. Basically you ride along the walls until you reach a window on your right in a counter-clockwise direction.

Step A3 The program gets an error when there is a window in Carol's direction when she is riding along the wall. It would notice there is a wall or window in front of her and turn AND move forward in which she would skip it.

Step A4: To find errors in a program you would have to test different conditions in the program, especially in complicated conditions such as when there was a turn call and a window call at the same time. That's where you would test it.

Step A5: You would change this program by in the "Find window" method, when you the answer is "yes" on the "Front has wall or window?" I would make it turn left and then return. The program says turn left AND move forward, in which it doesn't check if there is a window.