In essence, this code will create a pattern of beepers, dropping one on every even cell as Karel moves along a grid, alternating direction at the end of each row.

function turnRight() {

turnLeft();

turnLeft();

turnLeft();

}

//Drop a beeper if we're on an even cell.

function beep() {

if (cellCount % 2 == 0) {

dropBeeper();

beeperCount++;

}

}

let cellCount = 1;

let beeperCount = 0;

//Keep repeating this code until we have 12 beepers

while (beeperCount < 12) {

beep();

while (frontIsClear()) {

move();

cellCount++;

beep();

}

cellCount++;

if (facingEast()) {

turnLeft();

move();

turnLeft();

} else if (facingWest()) {

turnRight();

move();

turnRight();

}

}