Code in Place 2021 – Lessons

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Welcome to Karel

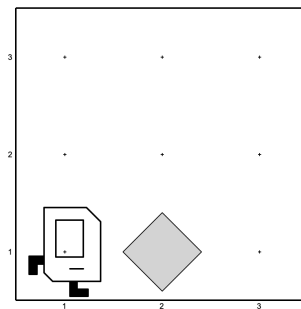|		
📑	Intro to Worked Examples	✓
🤖	Move Beeper	
🤖	Archway	
🤖	Obstacles	
🤖	Collect Newspaper	
🤖	Rainbow	

📄 **Description**

📑 Files   +   Run   4x

⌗   ⚙   ⋯

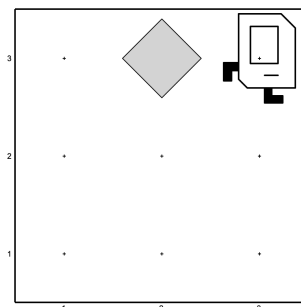# Move Beeper

Karel will start out in a world with 3 rows and 3 columns, in front of a beeper, like so:

Your job is to make Karel pick up the beeper, move to the top of the world, put the beeper down at the top of column 2, and then end up in the top right corner, so that the end result looks like this:


```
🐍 MoveBeeper.py
 1  from karel.stanfordkarel i
 2
 3  """
 4  File: MoveBeeper.py
 5  ----------------------
 6  Karel will move the beeper
 7  Karel starts in the bottom
 8  """
 9
10  def main():
11  ....""""
```
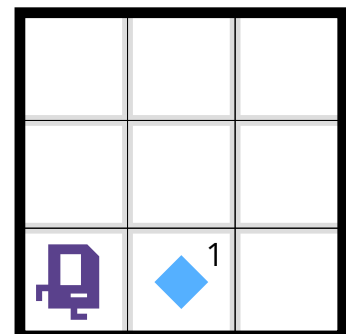
/home/MoveBeeper.py   **Spaces: 4 (Auto)**   🔴

Custom

3   x   3   ⬆   ⊘

✓ Submit