

Code in Place 2021 – Lessons

Lessons

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Arch...

★ Challenge

Submissions

Solution

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Welcome to Karel

Intro to Worked Examples ✓

Move Beeper ✓

Archway

Obstacles

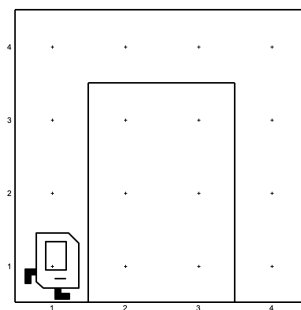
Collect Newspaper

Rainbow

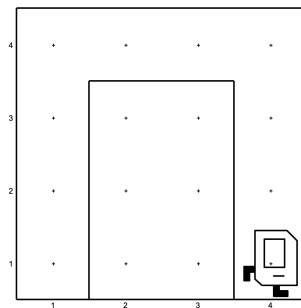
Description

Archway

Karel will be in a world with an archway like so:



Write a program which will move Karel up and over the archway, so Karel ends up on the right side of it facing East, like this:



It may be helpful to write a helper function which moves Karel three times, which you can use to traverse each side of the arch.

Files

+

Run 4x

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```

Archway.py
9 def main():
10     ....
11     ....You should write your code here
12     ....this function. Make sure you
13     ....starting to write your code here
14     ....comment and replace it with your code
15     ....
16     ....pass
17
18 if __name__ == "__main__":
19     ....run_karel_program()

```

/home/Archway.py Spaces: 4 (Auto)

Custom

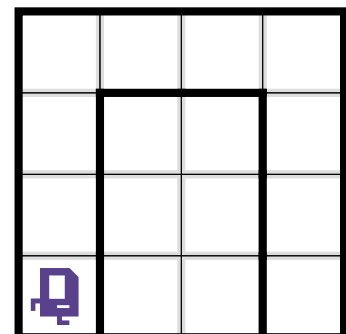
4

x

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✓ Submit