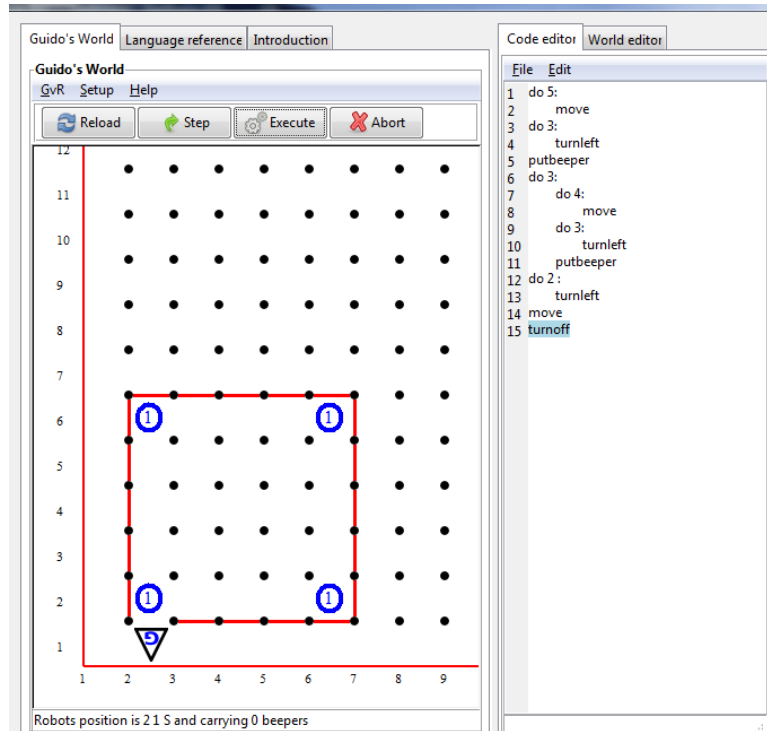


## Praktikum Algoritma dan Pemrograman Modul 4

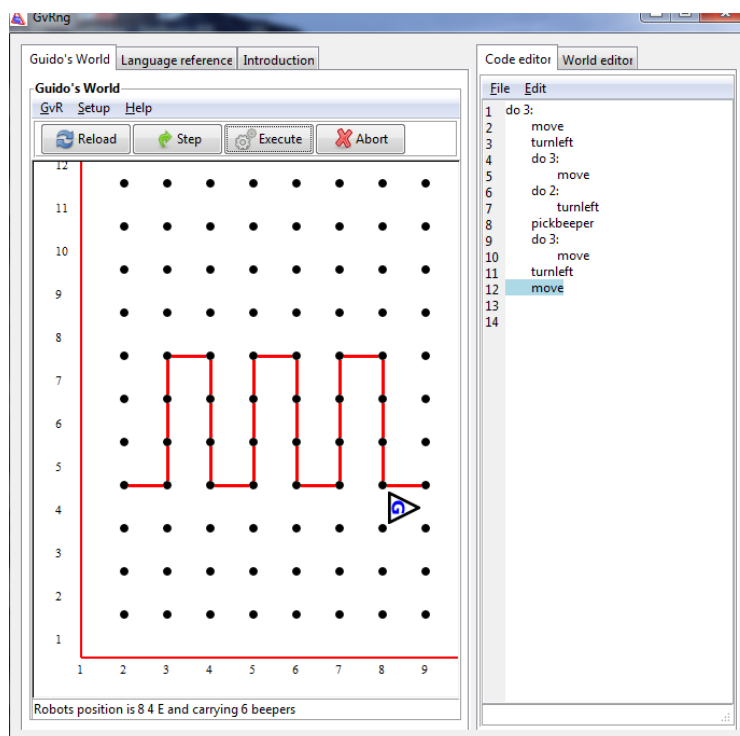
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## Kegiatan 1



## Kegiatan 2



### Kegiatan 3

Guido's World

Language reference Introduction

Code editor World editor

File Edit

```
1 do 3:
2   move
3   turnleft
4   do 3:
5     move
6     if next_to_a_beeper:
7       pickbeeper
8   do 2:
9     turnleft
10  do 3:
11    move
12    turnleft
13    move
14  turnoff
```

Robot turned off

Close

Execute Abort

The image shows two screenshots of the Guido's World software interface. The top screenshot shows the 'Code editor' window with a script that moves a robot in a zig-zag pattern across a 12x9 grid. The robot is currently at position (2,4). The bottom screenshot shows the same grid with the robot at position (8,4). An 'Information' dialog box titled 'Robot turned off' is displayed over the grid, indicating the end of the program execution.

## Kegiatan 4

The image shows two screenshots of the Guido's World software interface, illustrating a robot's path and the corresponding code.

**Top Screenshot:**

- World editor:** A 12x9 grid with a red path. The path starts at (3,2), moves North to (3,9), then East to (8,9), then South to (8,4), then West to (3,4), and finally South to (3,2). There are four blue circles with the number '1' at positions (3,6), (5,5), (7,4), and (8,9).
- Code editor:** A list of commands:

```
1 do 4:
2   move
3   pickbeeper
4   do 3:
5     move
6   do 3:
7     turnleft
8   do 3:
9     move
10  pickbeeper
11  move
12  do 3:
13    turnleft
14  do 5:
15    move
16  pickbeeper
17  move
18  do 3:
19    turnleft
20  move
21  do 3:
22    turnleft
23  do 5:
24    move
25    turnleft
26  move
27  turnleft
28  do 3:
29    move
30  pickbeeper
31  move
32  do 3:
33    turnleft
34  move
35  do 3:
36    turnleft
37  do 5:
```
- Status bar:** "Robots position is 3 2 N and carrying 0 beepers"

**Bottom Screenshot:**

- Information dialog:** A small window titled "Robot turned off" with a lightbulb icon and a "Close" button.
- World editor:** The same 12x9 grid, but the robot is now at (3,2) facing South. The red path is the same as in the top screenshot.
- Code editor:** The same list of commands as in the top screenshot.
- Status bar:** "Robots position is 3 2 S and carrying 4 beepers"