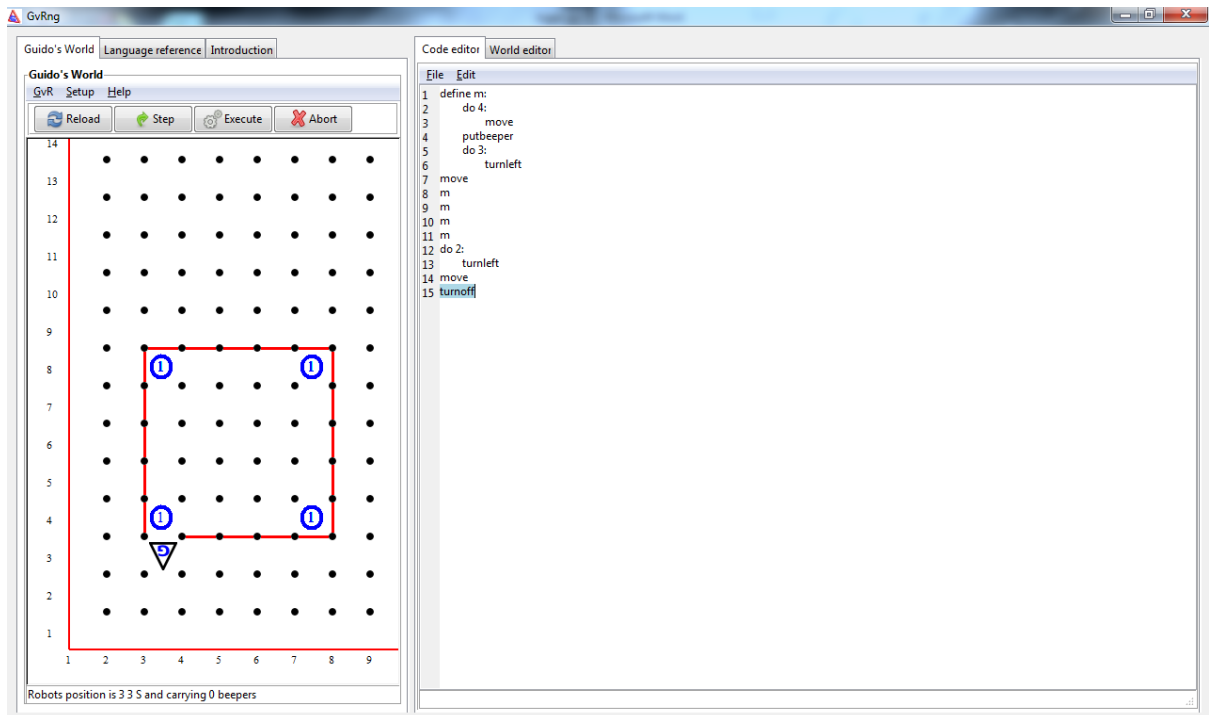


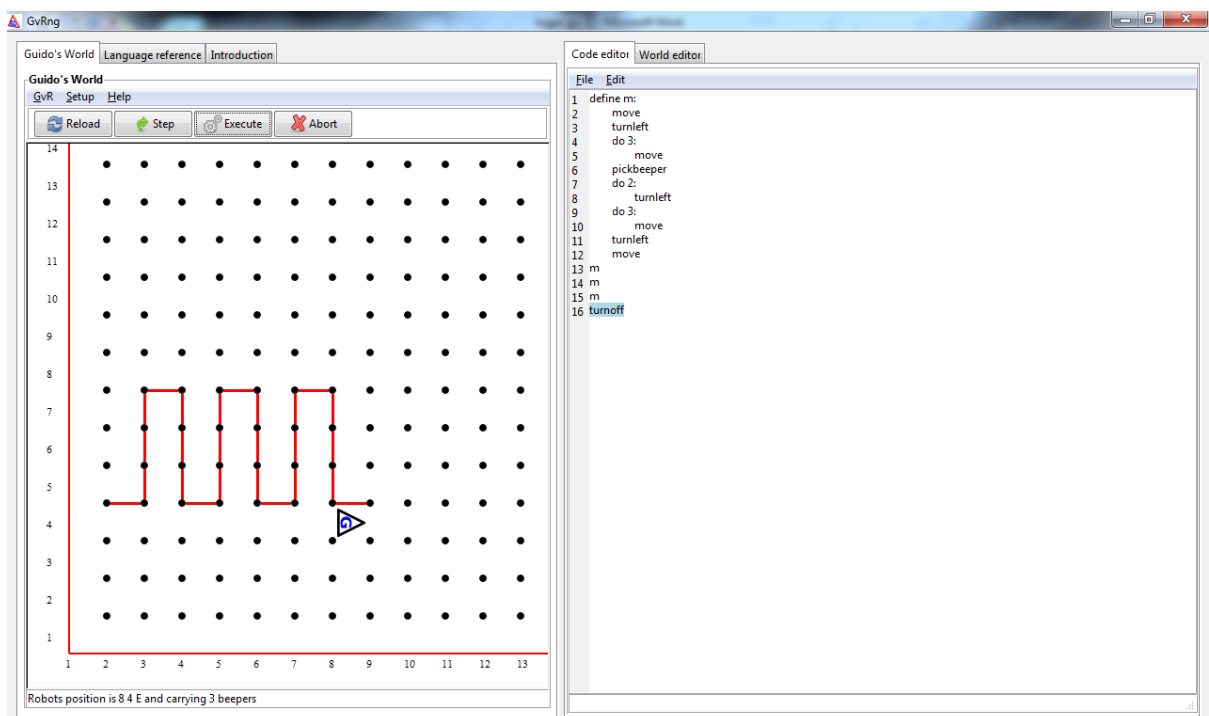
NAMA : SURYA SUMIRAT  
NIM : L200190217

## Praktikum Algoritma dan Pemrograman modul 4

### KEGIATAN 1



### KEGIATAN 2



## KEGIATAN 3

The screenshot displays the GvRng software interface, which is used for programming a robot in a simulated environment. The interface is divided into two main sections: the "Guido's World" window on the left and the "Code editor" window on the right.

**Guido's World:** This window shows a 14x13 grid representing the robot's environment. The robot, a small blue triangle, is positioned at (2, 4). A red line traces the path of the robot, which moves from (2, 4) to (3, 4), then up to (3, 7), right to (4, 7), down to (4, 4), right to (5, 4), up to (5, 7), right to (6, 7), down to (6, 4), right to (7, 4), up to (7, 7), right to (8, 7), down to (8, 4), and finally right to (9, 4). Three blue circles with the letter 'I' are placed at (3, 7), (5, 7), and (7, 7), indicating the robot's position at those points. The status bar at the bottom indicates "Robots position is 2 4 E and carrying 0 beepers".

**Code editor:** This window contains the code for the robot's movement. The code is as follows:

```
1 define kanan :
2   turnleft
3   turnleft
4   turnleft
5   do 3:
6     move
7     turnleft
8     move
9     if next_to_a_beeper :
10      pickbeeper
11     move
12     if next_to_a_beeper :
13      pickbeeper
14     move
15     if next_to_a_beeper :
16      pickbeeper
17     turnleft
18     turnleft
19     do 3:
20       move
21     turnleft
22     move
23   turnoff
```

## KEGIATAN 4

