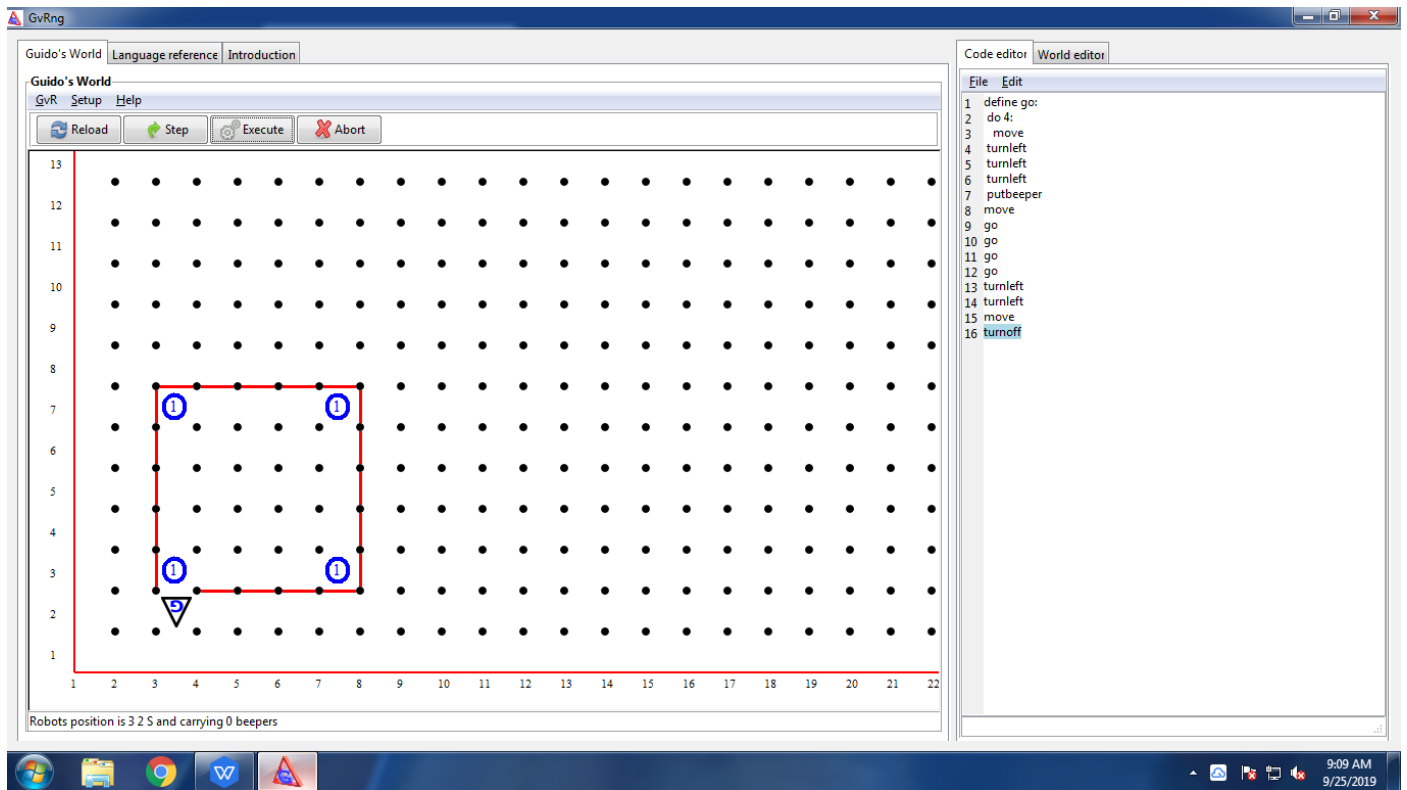


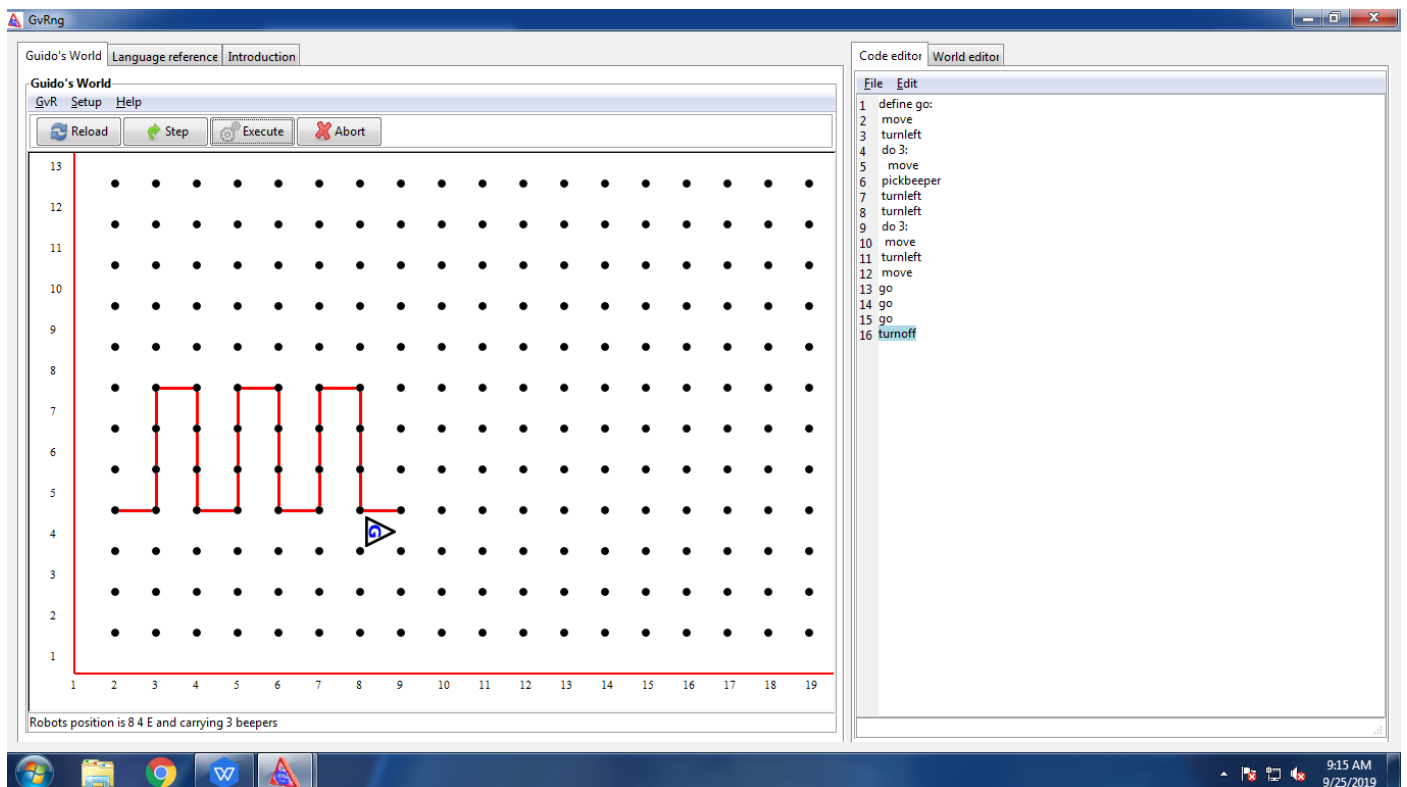
Praktikum Algoritma dan Pemrograman

Modul 4

Kegiatan 1

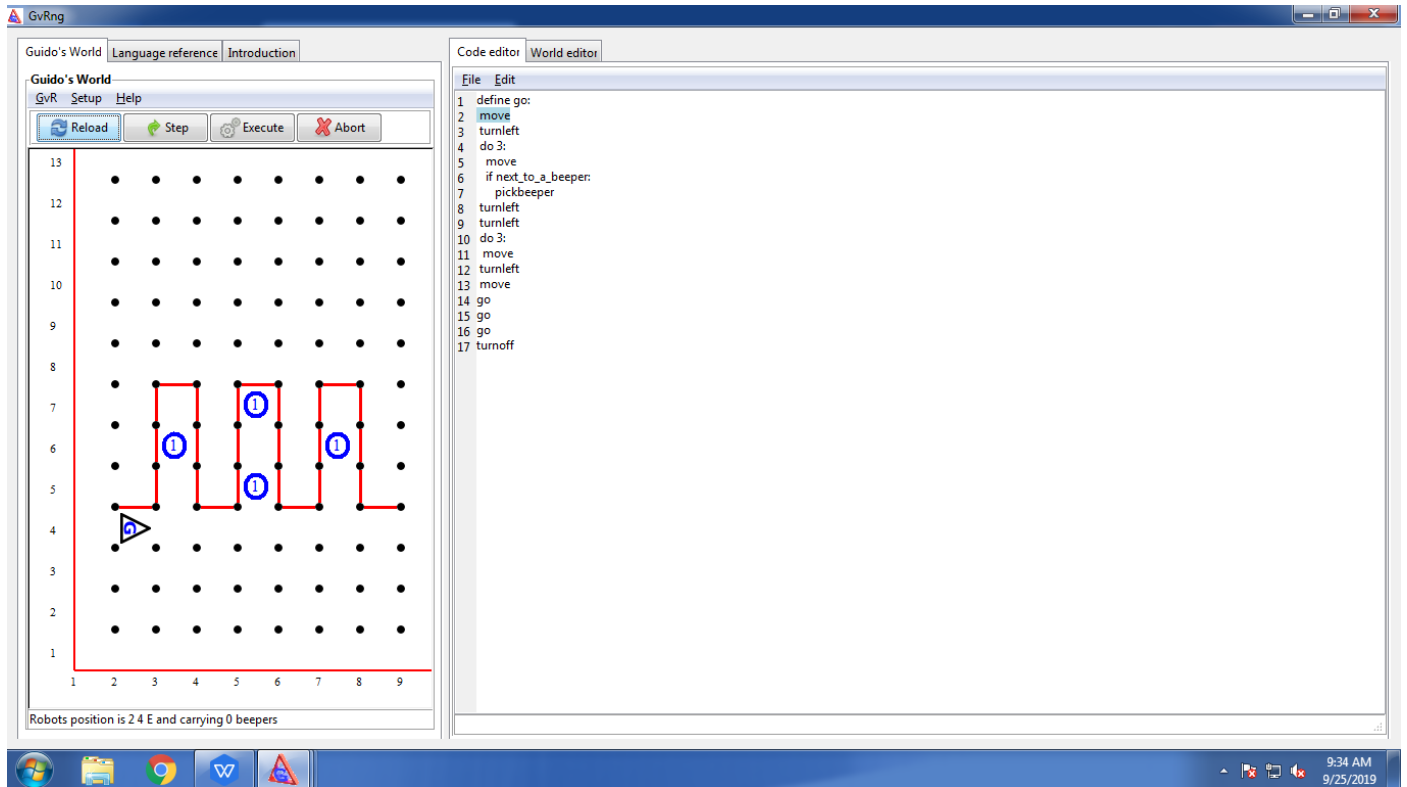


Kegiatan 2

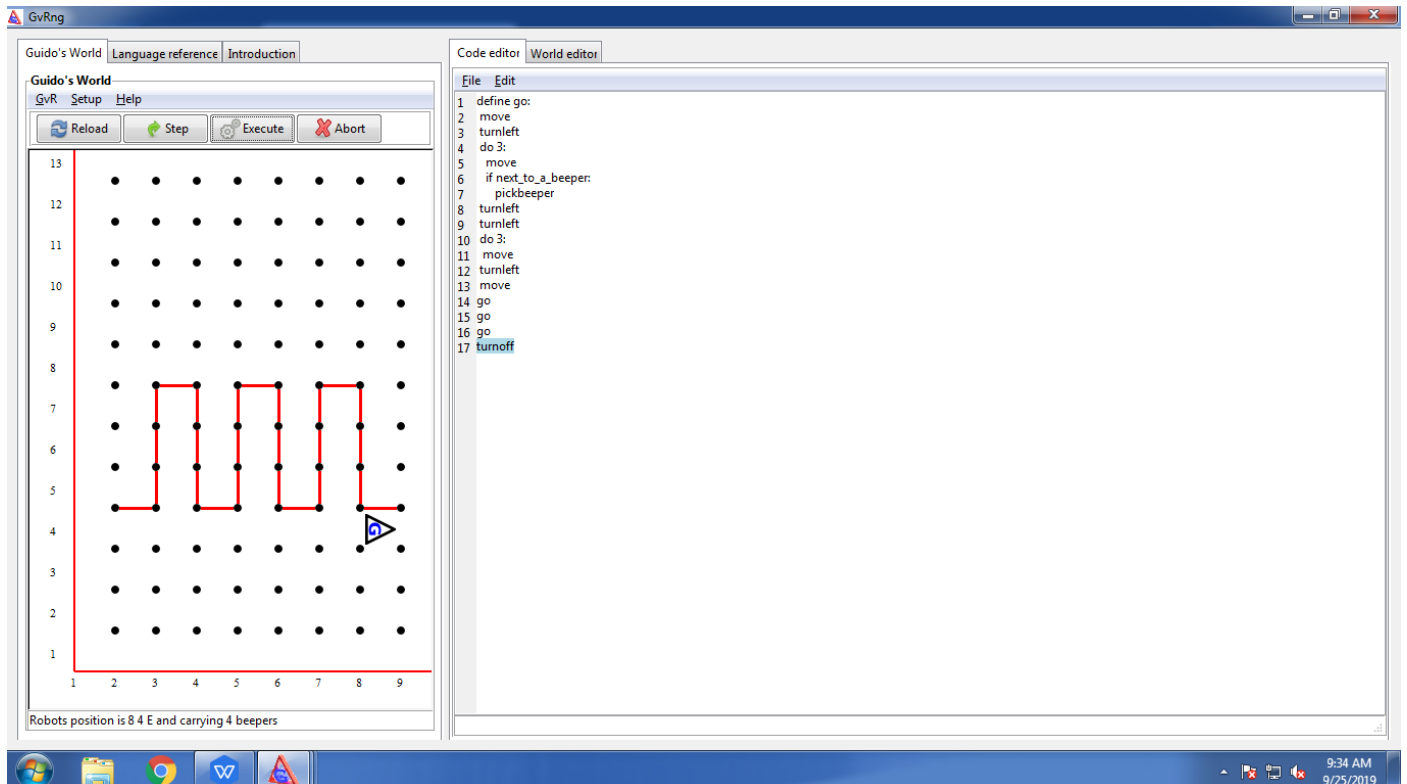


Kegiatan 3

Before:



After:



Kegiatan 4

Before:

The screenshot shows the GvRng software interface. The main window displays a 16x12 grid representing the world. A red line outlines a path starting from the robot's initial position at (3, 2) and ending at (8, 9). The robot is currently at (3, 2). The status bar at the bottom indicates "Robots position is 3 2 N and carrying 0 beepers". The code editor on the right shows the following code:

```
1 define go:  
2   move  
3   if next_to_a_beeper:  
4     pickbeeper  
5     if front_is_blocked:  
6       turnleft  
7       turnleft  
8       turnleft  
9   define go2:  
10    move  
11    if next_to_a_beeper:  
12      pickbeeper  
13  define kanan:  
14    turnleft  
15    turnleft  
16    turnleft  
17  do 7:  
18    go  
19  do 4:  
20    go2  
21  do 3:  
22    kanan  
23    go  
24    kanan  
25    do 4:  
26      go2  
27    turnleft  
28    go  
29    turnleft  
30    do 4:  
31      go2  
32  turnleft  
33  turnleft  
34  do 4:  
35    move  
36  turnleft  
37  move
```

After:

The screenshot shows the GvRng software interface. The main window displays a 16x12 grid representing the world. A red line outlines a path starting from the robot's initial position at (3, 2) and ending at (8, 9). The robot is currently at (3, 2). The status bar at the bottom indicates "Robots position is 3 2 S and carrying 4 beepers". The code editor on the right shows the following code:

```
1 define go:  
2   move  
3   if next_to_a_beeper:  
4     pickbeeper  
5     if front_is_blocked:  
6       turnleft  
7       turnleft  
8       turnleft  
9   define go2:  
10    move  
11    if next_to_a_beeper:  
12      pickbeeper  
13  define kanan:  
14    turnleft  
15    turnleft  
16    turnleft  
17  do 7:  
18    go  
19  do 4:  
20    go2  
21  do 3:  
22    kanan  
23    go  
24    kanan  
25    do 4:  
26      go2  
27    turnleft  
28    go  
29    turnleft  
30    do 4:  
31      go2  
32  turnleft  
33  turnleft  
34  do 4:  
35    move  
36  turnleft  
37  move
```