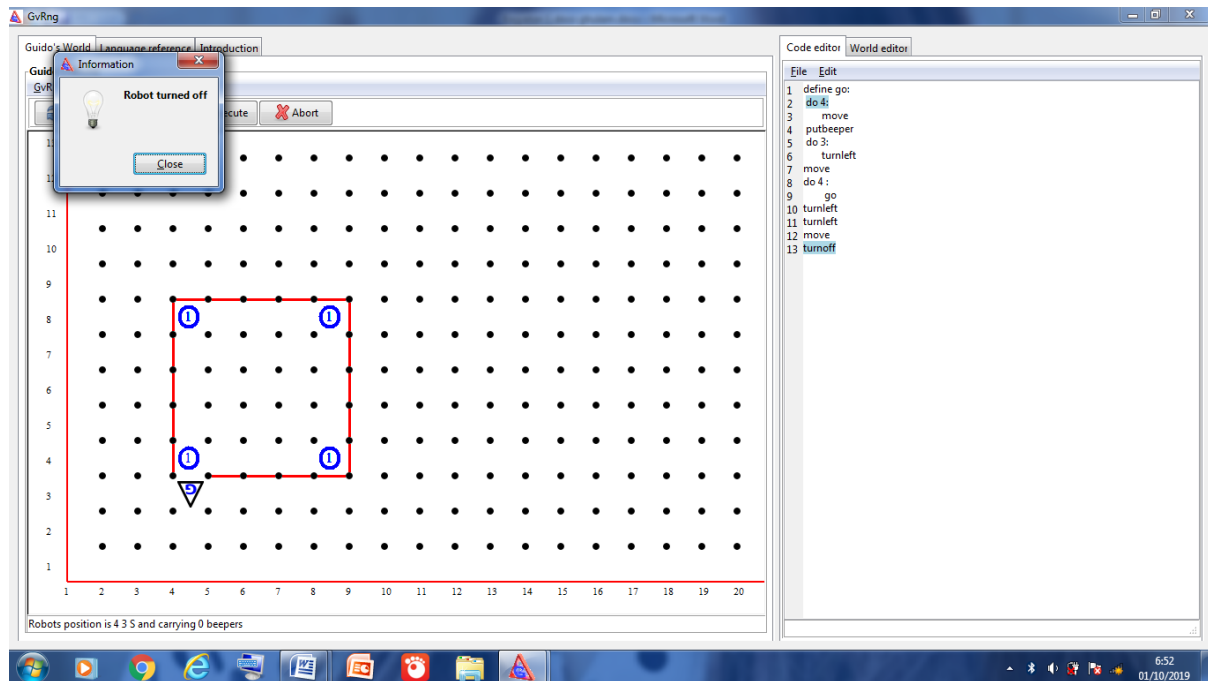


Kegitan 1

Berikut adalah program tidak lebih dari 20 baris yang saya buat :



define go:

do 4:

move

putbeeper

do 3:

turnleft

move

do 4 :

go

turnleft

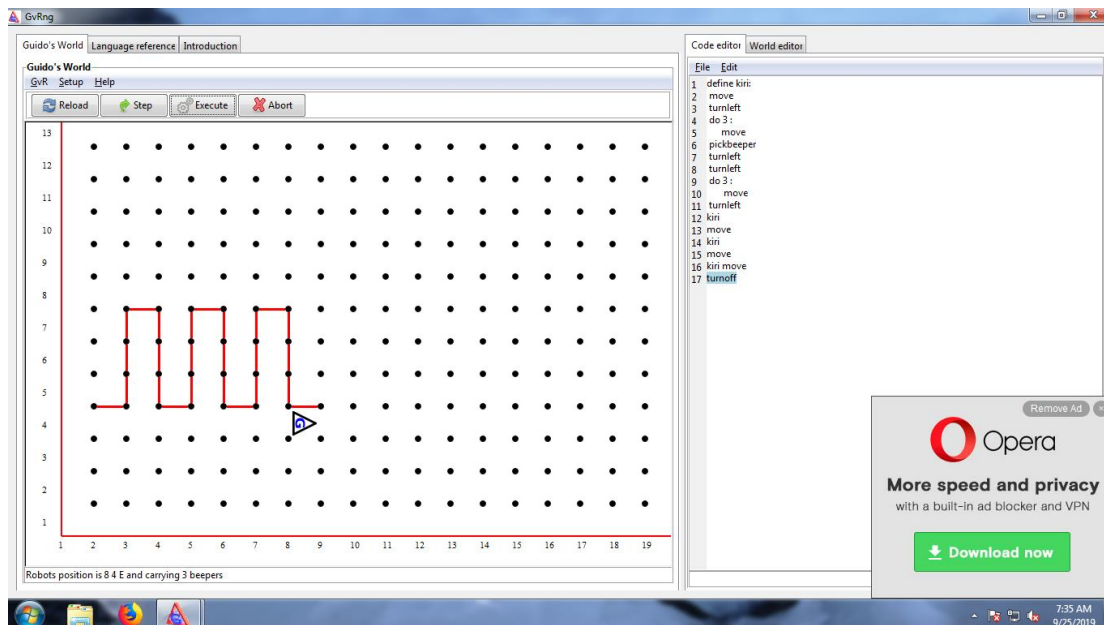
turnleft

move

turnoff

Kegiatan 2

Berikut adalah program tidak lebih dari 19 baris yang saya buat :



Code

word code

define kiri:

move

turnleft

do 3 :

move

pickbeeper

turnleft

turnleft

do 3 :

move

turnleft

kiri

move

kiri

move

kiri move

Turnoff

word code

robot 2 4 E 0

beepers 3 7 1

beepers 5 7 1

beepers 7 7 1

wall 2 4 N

wall 2 5 E

wall 2 6 E

wall 2 7 E

wall 3 7 N

wall 3 7 E

wall 3 6 E

wall 3 5 E

wall 4 4 N

wall 4 5 E

wall 4 6 E

wall 4 7 E

wall 5 7 N

wall 5 7 E

wall 5 6 E

wall 5 5 E

wall 6 4 N

wall 6 5 E

wall 6 6 E

wall 6 7 E

wall 7 7 N

wall 7 7 E

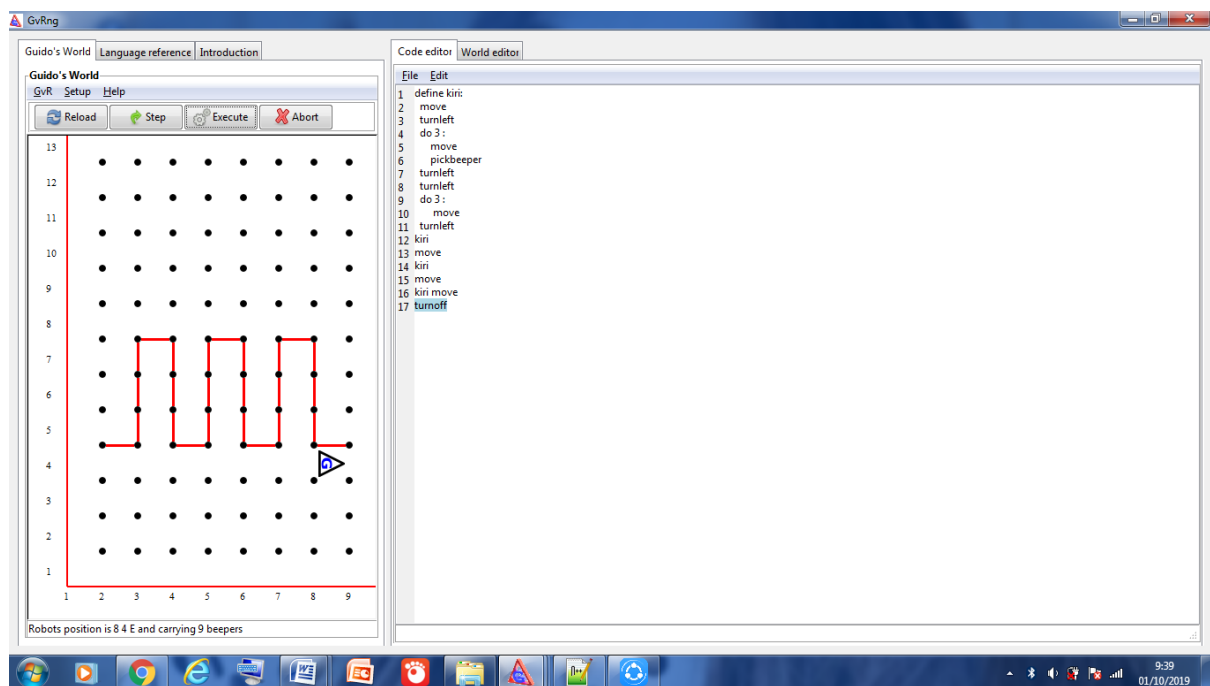
wall 7 6 E

wall 8 4 N

wall 7 5 E

Kegiatan 3

Berikut adalah program yang telah dimodifikasi:



Code

```
define kiri:

  move

  turnleft

  do 3 :

    move

    pickbeeper

  turnleft

  turnleft

  do 3 :

    move

  turnleft

  kiri

  move

  kiri

  move

  kiri move

  turnoff
```

Word code

```
robot 2 4 E 0

beepers 3 5 1

beepers 3 6 1

beepers 3 7 1

beepers 5 5 1

beepers 5 6 1

beepers 5 7 1

beepers 7 5 1
```

beepers 7 6 1

beepers 7 7 1

wall 2 4 N

wall 2 5 E

wall 3 5 E

wall 3 6 E

wall 3 7 E

wall 2 7 E

wall 2 6 E

wall 3 7 N

wall 4 4 N

wall 4 5 E

wall 4 6 E

wall 4 7 E

wall 5 7 N

wall 5 7 E

wall 5 6 E

wall 5 5 E

wall 6 4 N

wall 6 5 E

wall 6 6 E

wall 6 7 E

wall 7 7 N

wall 7 7 E

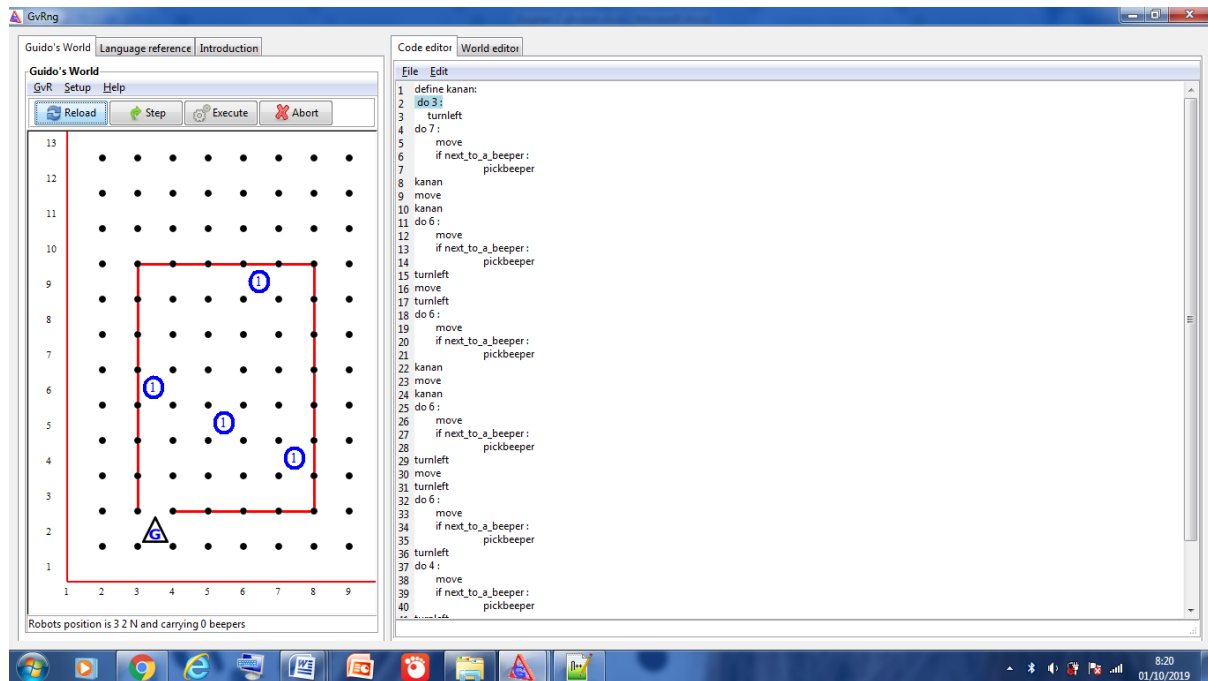
wall 7 6 E

wall 7 5 E

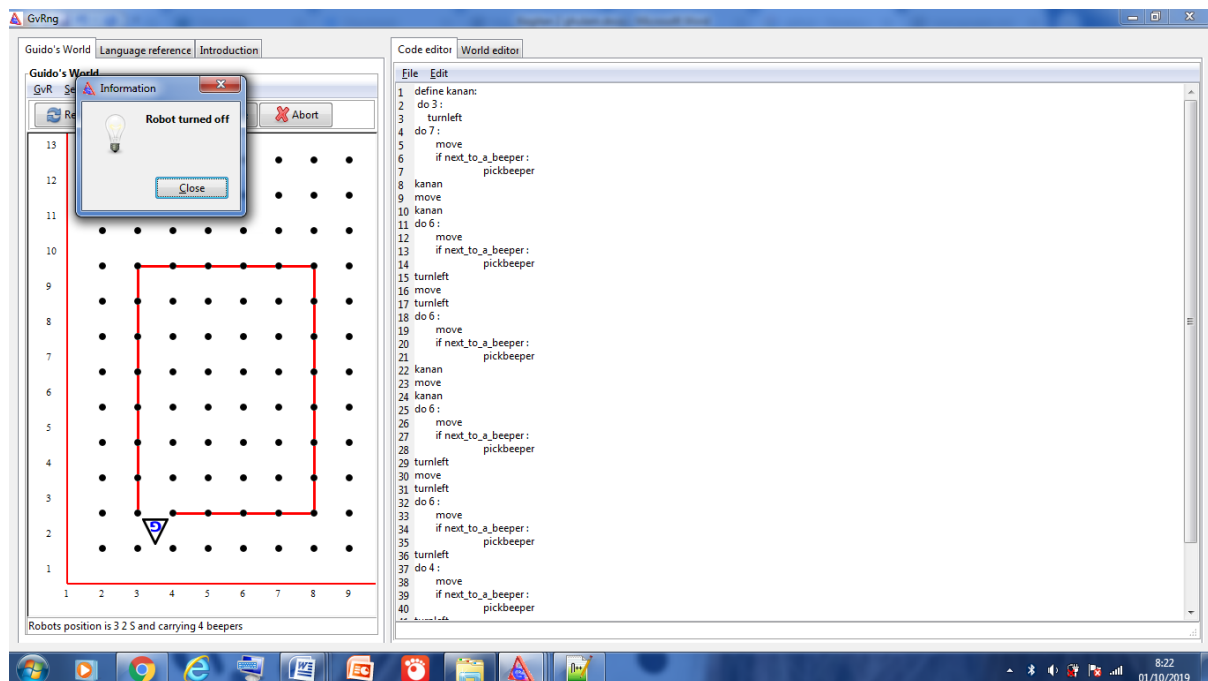
wall 8 4 N

kegiatan 4

Berikut adalah screen shot window GvRng, sebelum program dijalankan



Berikut adalah screen shot window GvRng, setelah program dijalankan



listing program adalah sebagai berikut:

code

define kanan:

do 3 :

 turnleft

do 7 :

 move

 if next_to_a_beeper :

 pickbeeper

kanan

move

kanan

do 6 :

 move

 if next_to_a_beeper :

 pickbeeper

turnleft

move

turnleft

do 6 :

 move

 if next_to_a_beeper :

 pickbeeper

kanan

move

kanan

do 6 :

 move


```
        if next_to_a_beeper :
            pickbeeper
    turnleft
    move
    turnleft
    do 6 :
        move
        if next_to_a_beeper :
            pickbeeper
    turnleft
    do 4 :
        move
        if next_to_a_beeper :
            pickbeeper
    turnleft
    do 7 :
        move
    turnoff
word code
robot 3 2 N 0
beepers 3 6 1
beepers 5 5 1
beepers 6 9 1
beepers 7 4 1
wall 2 3 E
wall 2 4 E
wall 2 5 E
```

wall 2 6 E

wall 2 7 E

wall 2 8 E

wall 2 9 E

wall 3 9 N

wall 4 9 N

wall 5 9 N

wall 6 9 N

wall 7 9 N

wall 7 9 E

wall 7 8 E

wall 7 7 E

wall 7 6 E

wall 7 5 E

wall 7 4 E

wall 7 3 E

wall 7 2 N

wall 6 2 N

wall 5 2 N

wall 4 2 N