

ALGORITHM AND PROGRAMMING PRACTICE
ITERATION AND DECISION-MAKING



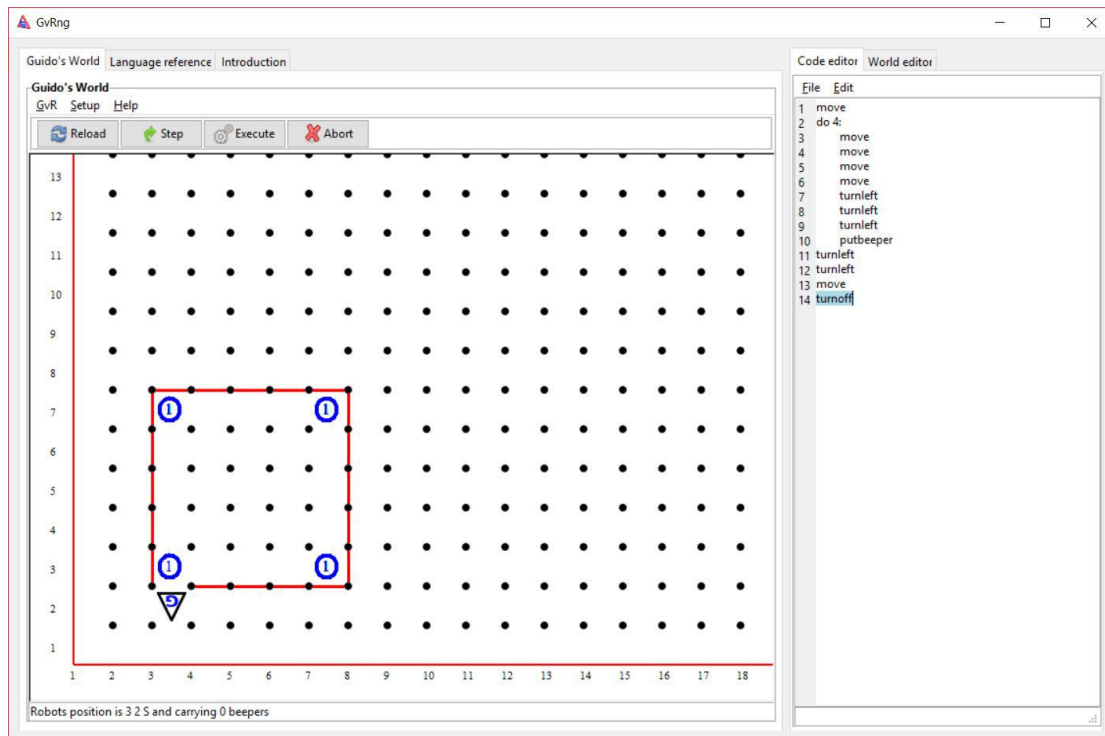
BY:

KAMILA NARENDRAGHARINI

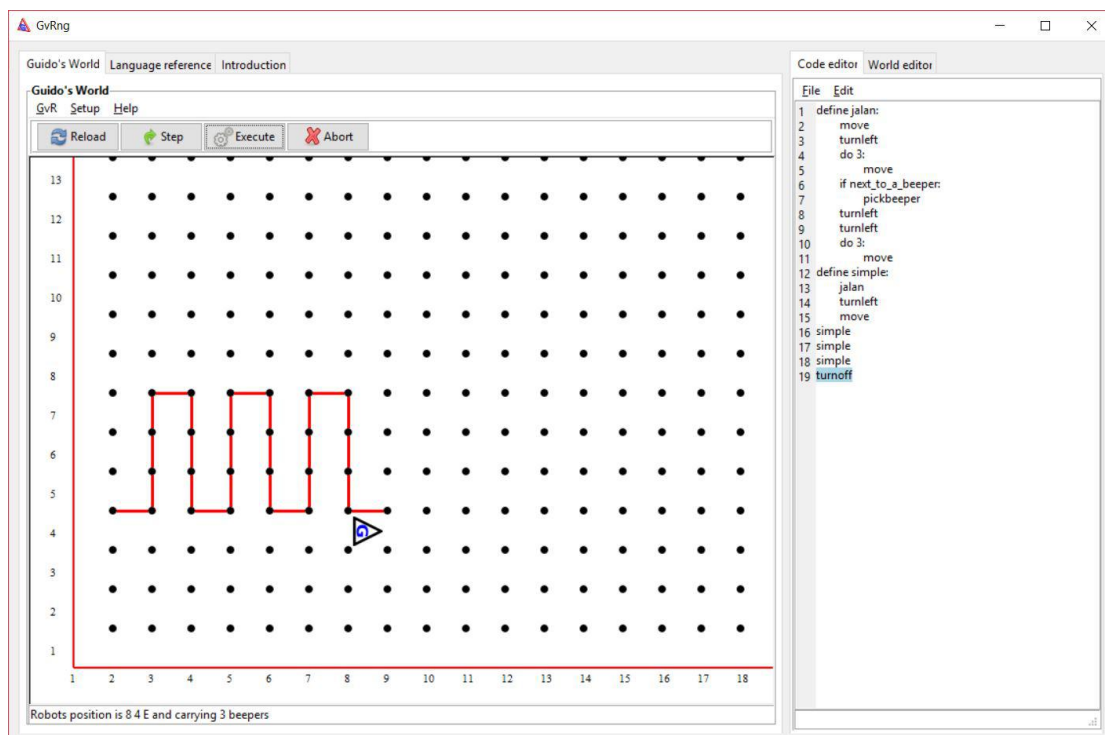
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INFORMATION TECHNOLOGY
FACULTY OF COMMUNICATON AND INFORMATICS
MUHAMMADIYAH UNIVERSITY OF SURAJARTA
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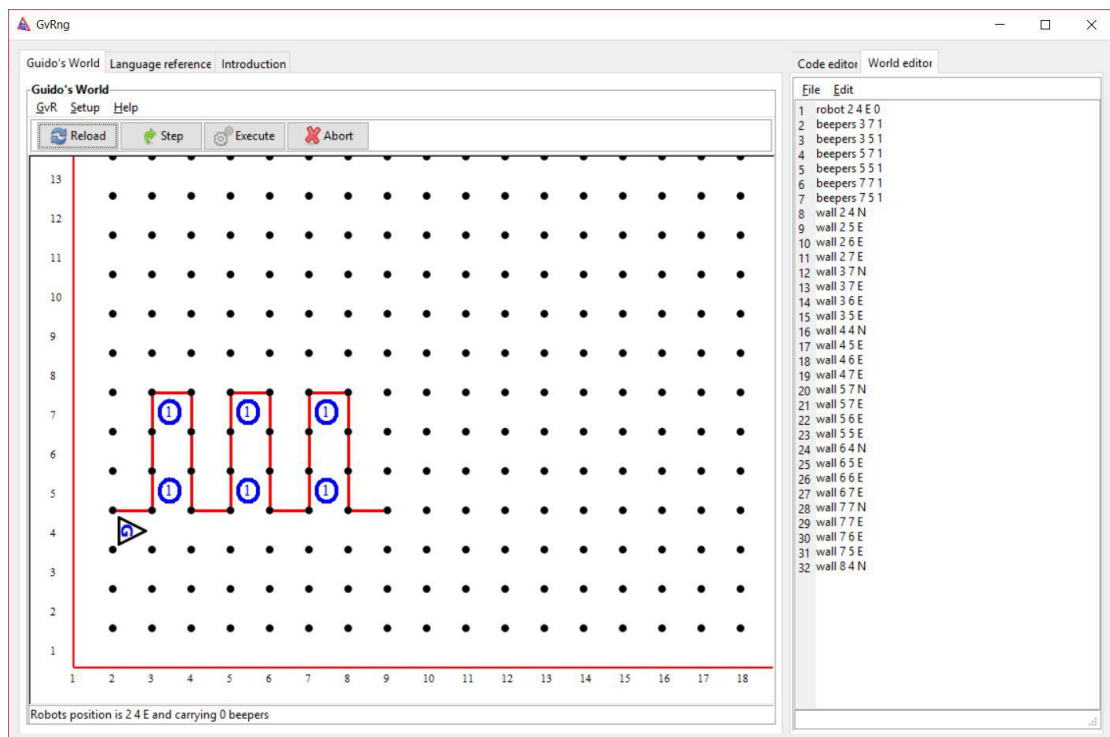
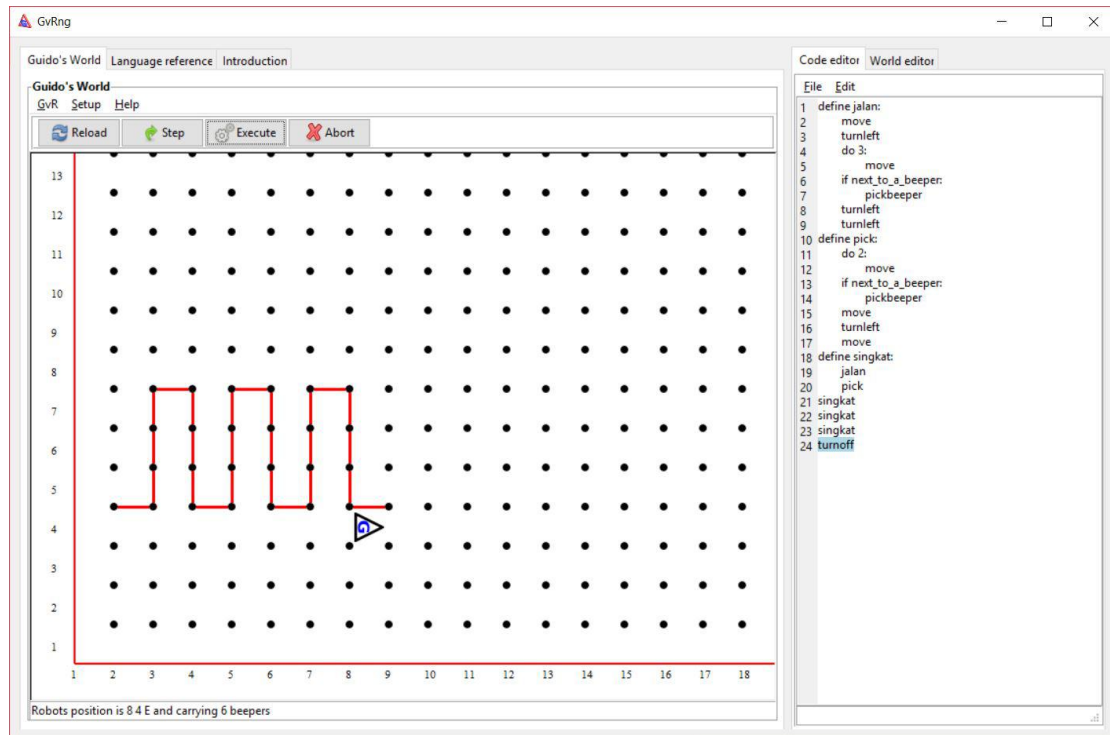
Task 1:



Task 2:



Task 3:



Task 4:

GuiRng

Guido's World Language reference Introduction

Guido's World
GvR Setup Help

Reload Step Execute Abort

Robots position is 3 2 N and carrying 0 beepers

Code editor World editor

File Edit

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

GuiRng

Guido's World Language reference Introduction

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GvR Setup Help

Reload Step Execute Abort

Robots position is 3 2 S and carrying 4 beepers

Code editor World editor

File Edit

```
1 define turnright:
2   turnleft
3   turnleft
4   turnleft
5 do 7:
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25     move
26     if next_to_a_beeper:
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28 do 2:
29   turnleft
30   do 2:
31     move
32 move
33 turnoff
```

