Functions

```python
def move_with_beeper():
    move()
    put_beeper()
```

Loops

```python
for i in range(3):
  move()
```

Let's make Karel Move!

☐ Can we write a function named `turn_right`? This will make Karel turn right. (hint we may have done this before!)

☐ Can we use a loop to make karel turn right? Let's create a new function `turn_right_loop`.

☐ We want to make Karel move forward seven times. Can we use a loop to make Karel do this? Let's create a function `move7`

☐ Now we want to make Karel move from one corner of the map to the opposite. **see the diagram below**. Let's write a function named `switch_corner` (hint: can you use `move7`? Can you use a loop?).

☐ Now let's have Karel move around the whole map! Let's write a function named `circle` which moves around the whole square (hint: can you use `switch_corner`?)

```
    +--------------------+
    |               end  |
    |                    |
    |                    |
    |                    |
    |                    |
    | start              |
    +--------------------+
```

Picking up beepers, Conditionals

Using this command karel can pick up a beeper underneath it:

```
pick_beeper()
```

Karel will crash if there isn't a beeper there, though, so you usually want to check first if there is a beeper with a *conditional*:

```
if beepers_present():
    pick_beeper()
```

Can Karel Clean-up?

First let's load a new world `clean_up_world`. There will be beepers all over the map. Write a function named `cleanup` which moves around the whole square and picks up any beepers along the way.