

## Reeborg's basic keyboard

Commands

Conditions

Python

Objects

Special

at\_goal()

front\_is\_clear()

right\_is\_clear()

wall\_in\_front()

wall\_on\_right()

object\_here()

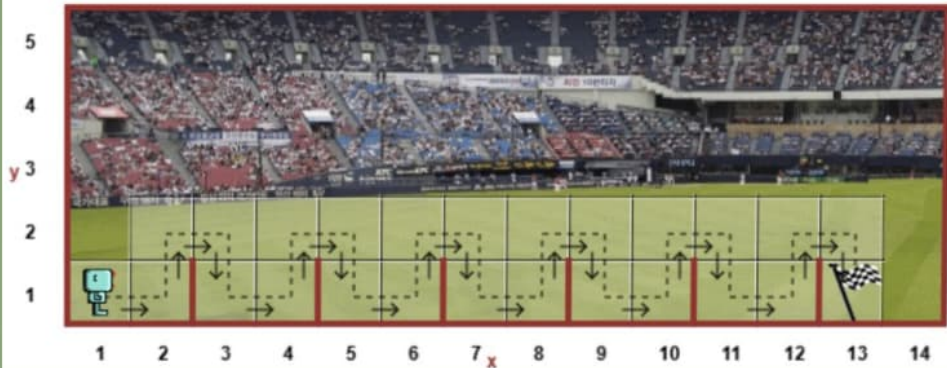
carries\_object()

is\_facing\_north()

Python Code

library

```
1 def turn_right():
2     turn_left()
3     turn_left()
4     turn_left()
5
6 while front_is_clear():
7     move()
8     turn_left()
9
10 while not at_goal():
11     if right_is_clear():
12         turn_right()
13         move()
14     elif front_is_clear():
15         move()
16     else:
17         turn_left()
18
```



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