

CS 106A, Lecture 2

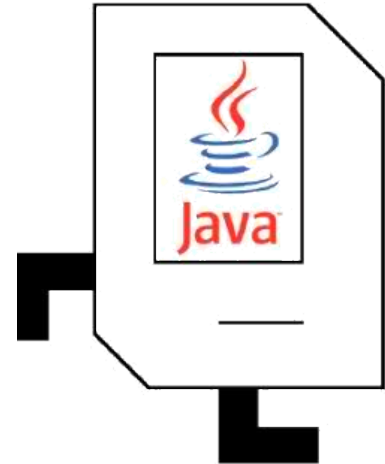
Programming with Karel

suggested reading:

Karel, Ch. 3-4

Plan For Today

- Announcements
- (Re)Meet Karel the Robot
- Control Flow
 - For loops
 - While loops
 - If/else statements



Plan For Today

- Announcements



- (Re)Meet Karel the Robot

- Control Flow

- For loops

- While loops

- If/else statements

Announcements


- Karel Handout (#3)
- Lecture Feedback
- Extra Practice


Tuesday

JUNE 27

2: Programming with Karel

Read: Karel Ch. 3-4

 [Slides \(pdf\)](#)

 [Code \(zip\)](#)

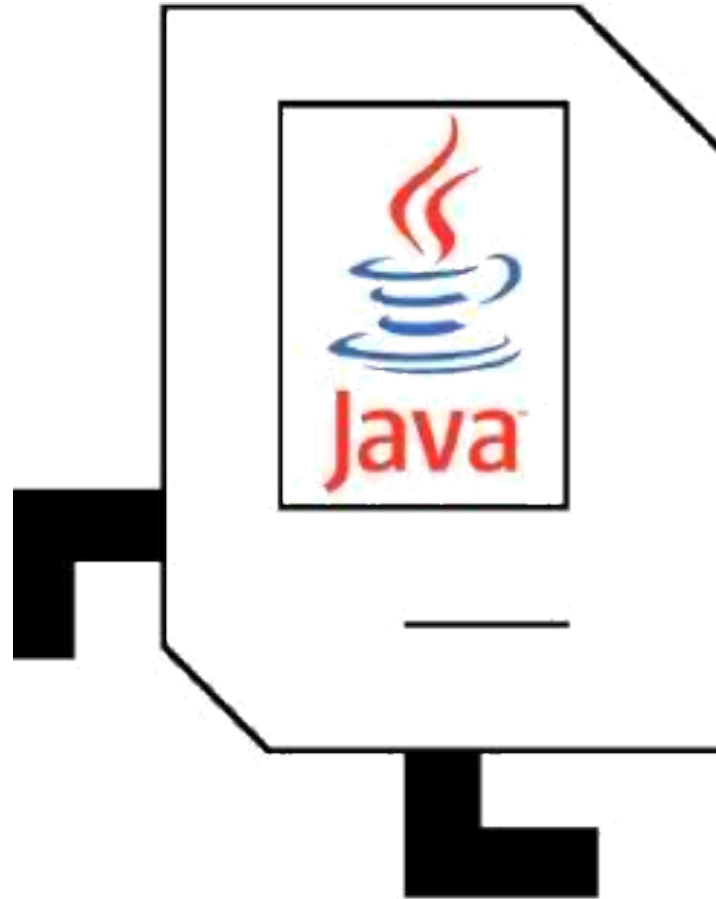
[Practice](#)

Plan For Today

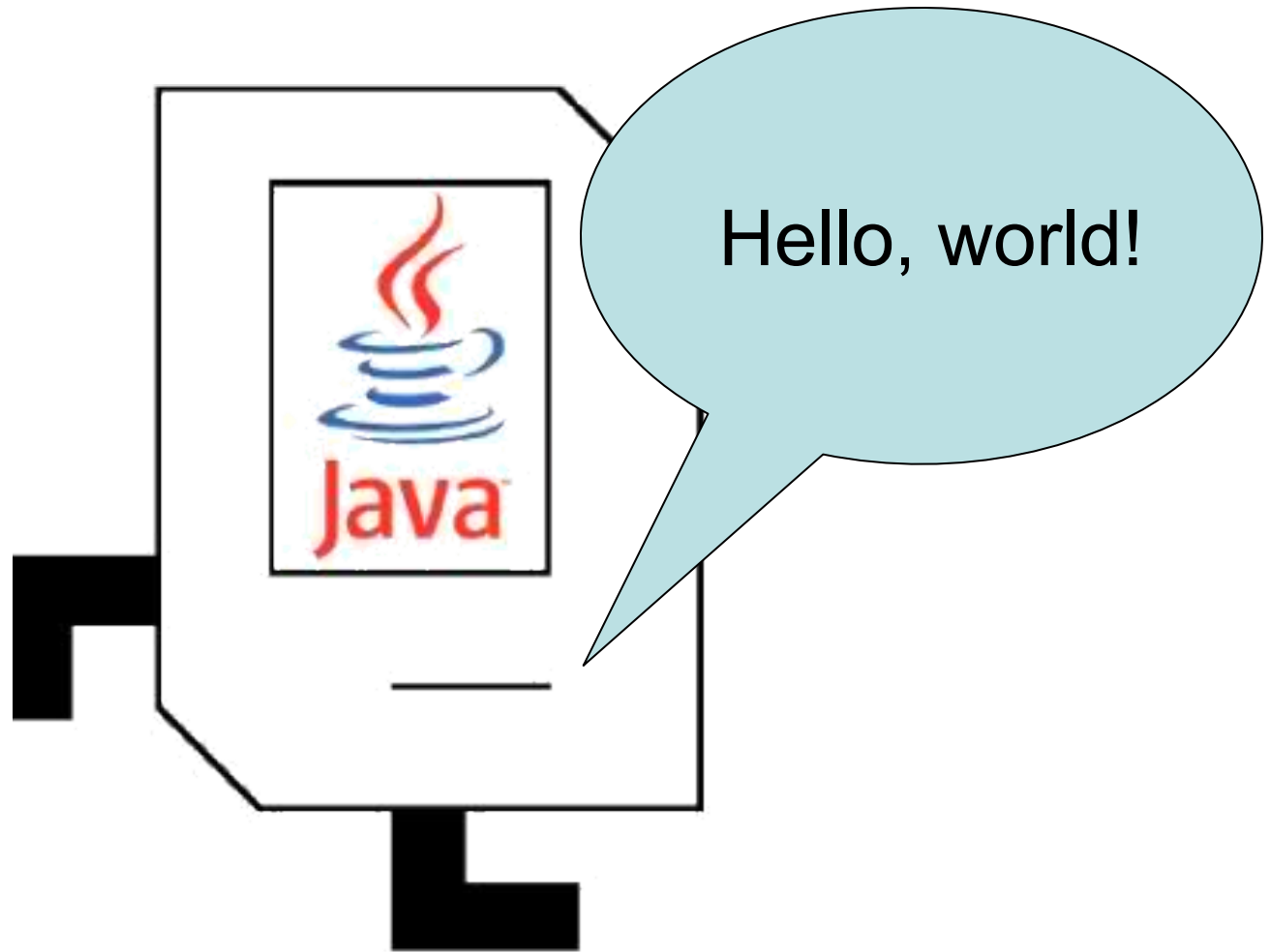
- Announcements
- (Re)Meet Karel the Robot
- Control Flow
 - For loops
 - While loops
 - If/else statements



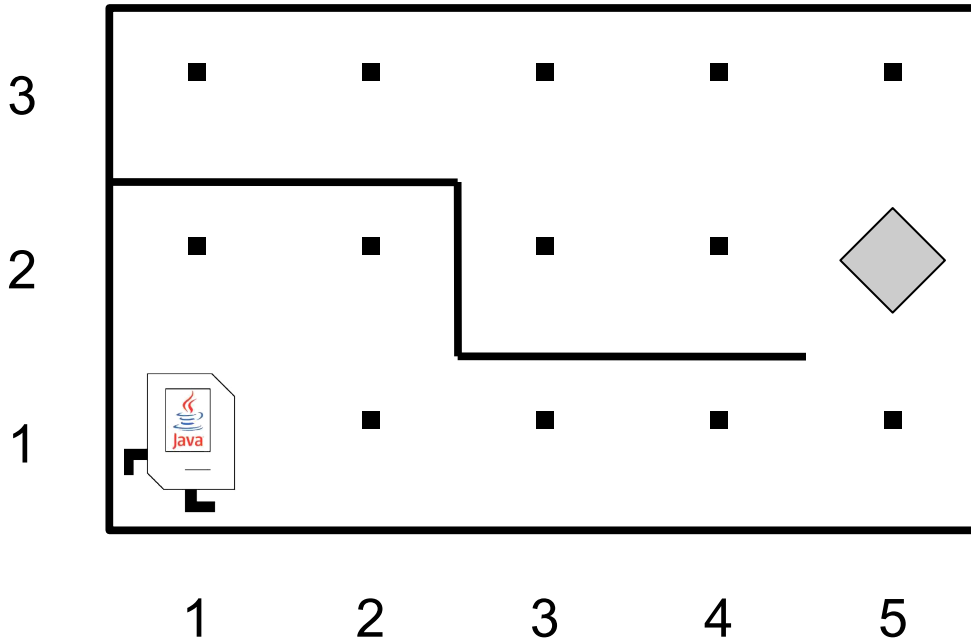
Meet Karel the Robot!



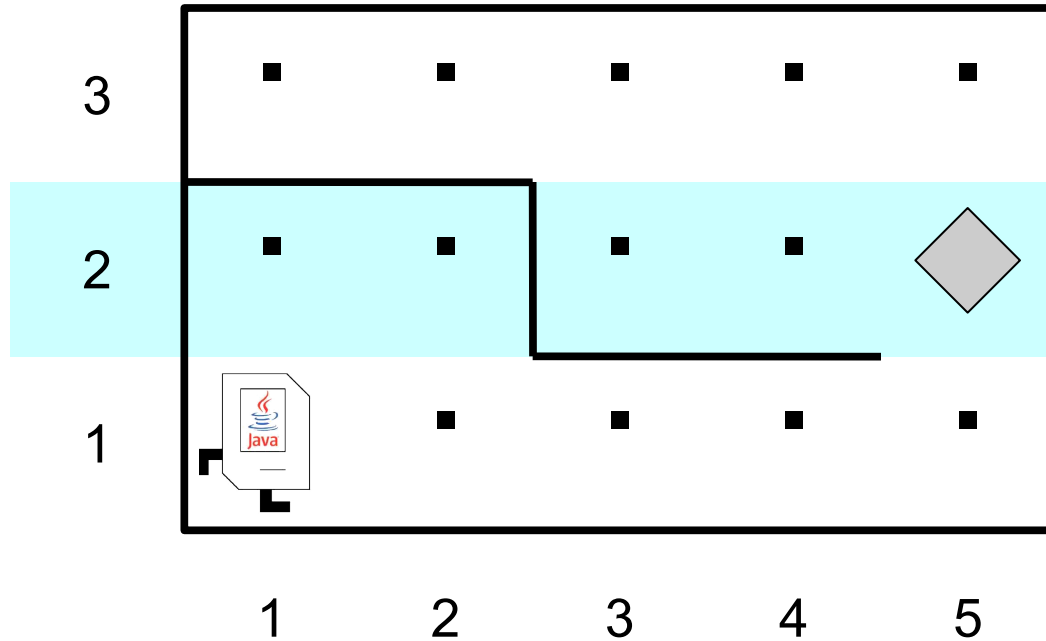
Meet Karel the Robot!



Karel's World

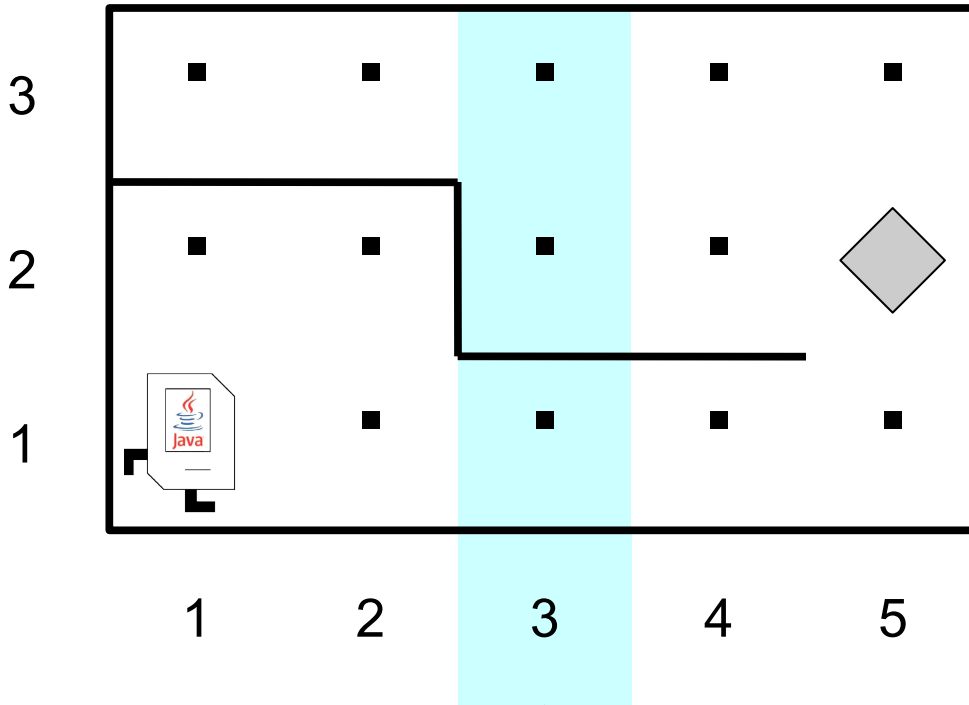


Streets (rows)



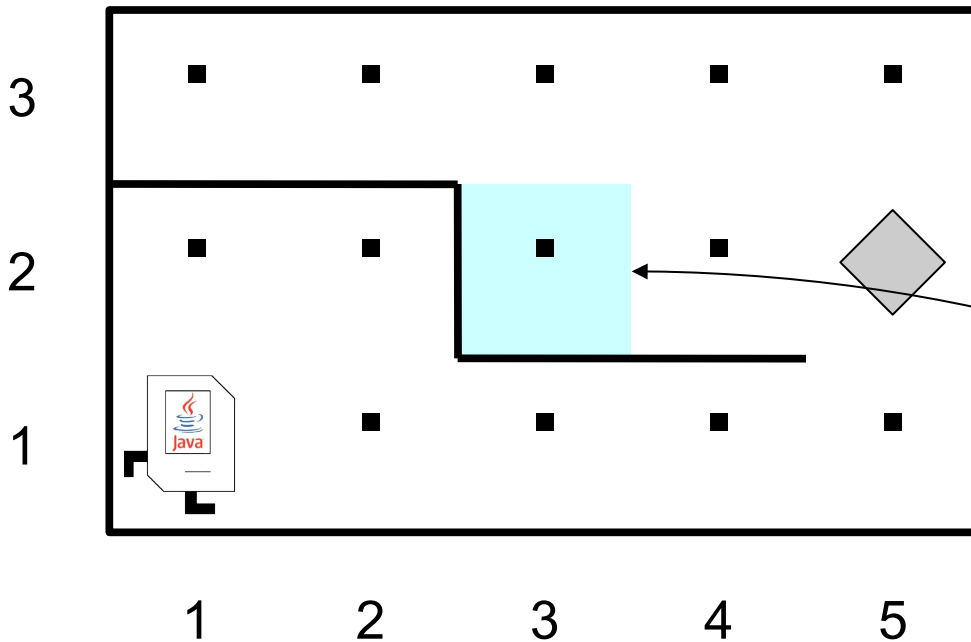
Each row is called a street.

Avenues (columns)



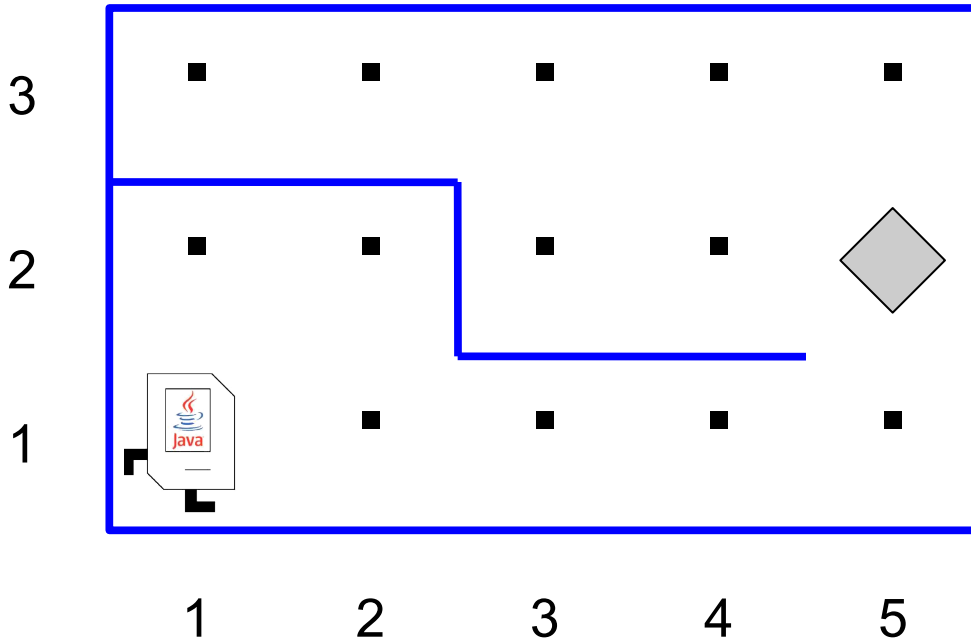
Each column is called
an avenue.

Corners (locations)



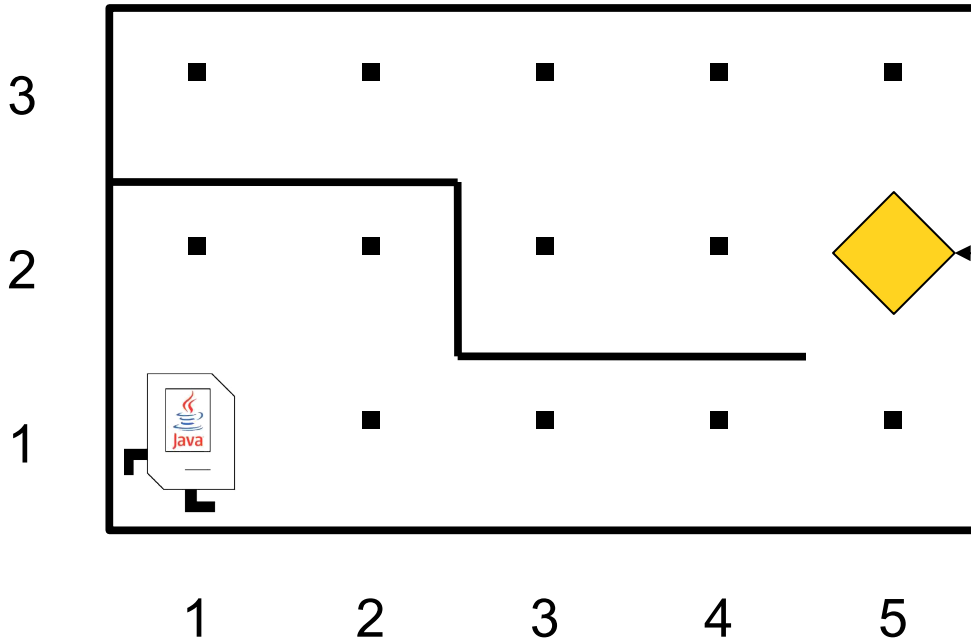
The intersection of a street and an avenue is a corner.

Walls



Karel cannot
move through
walls.

Beepers



Beepers mark locations in Karel's world. Karel can pick them up and put them down.

Karel Knows 4 Commands



`move`

`turnLeft`

`putBeeper`

`pickBeeper`

Karel Knows 4 Commands



`move`

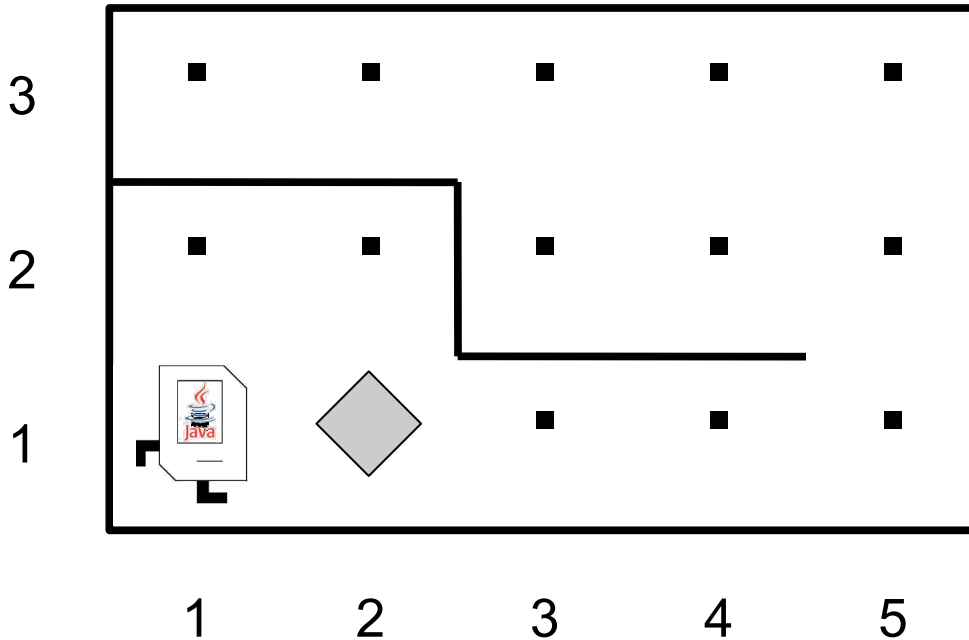
`turnLeft`

`putBeeper`

`pickBeeper`

“methods”

Commands: move



Karel Commands

move

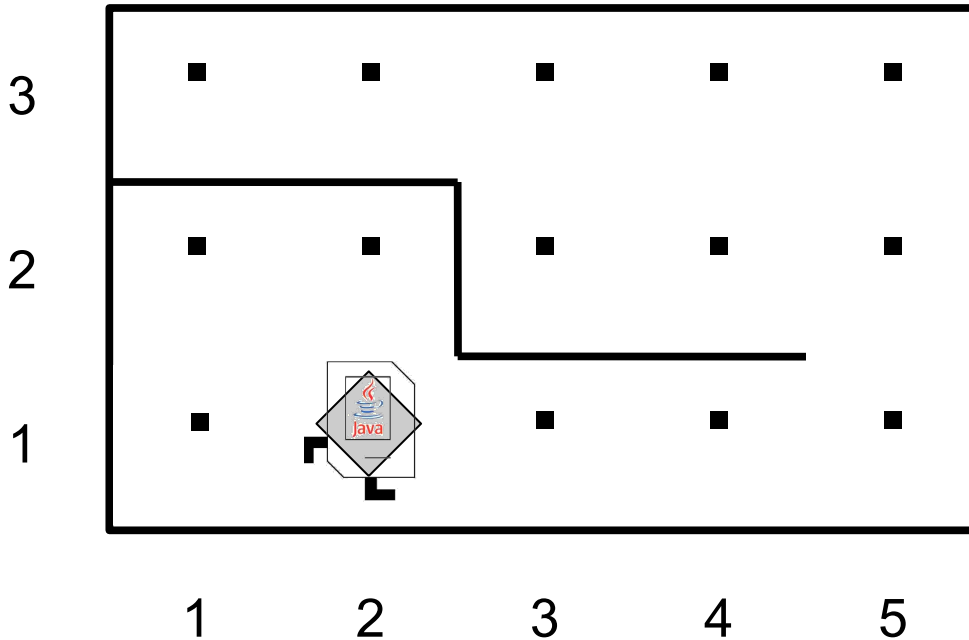
turnLeft

pickBeeper

putBeeper

- move makes Karel move forward one square in the direction it is facing.

Commands: move



Karel Commands

move

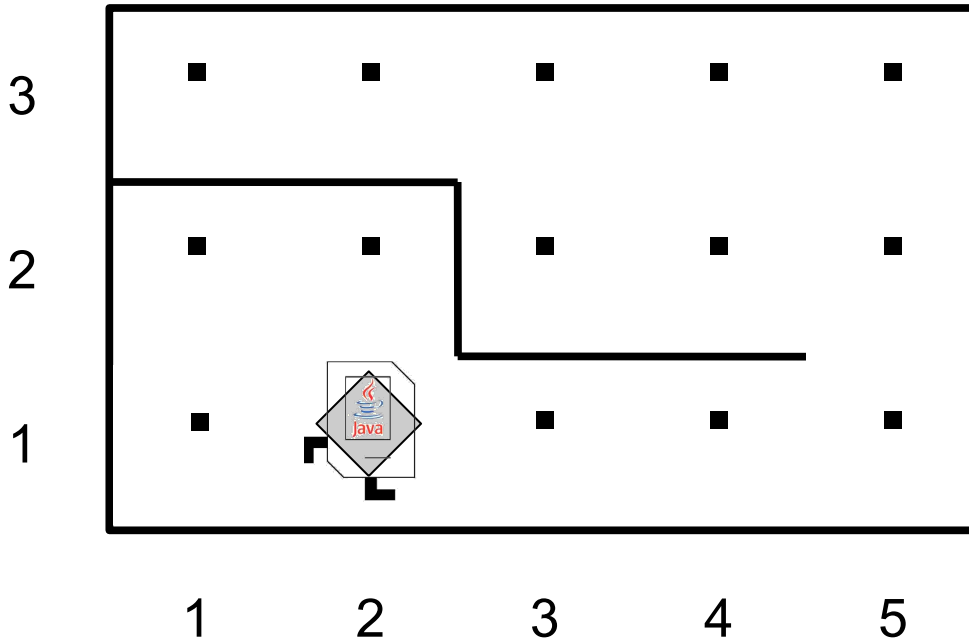
turnLeft

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Commands: turnLeft

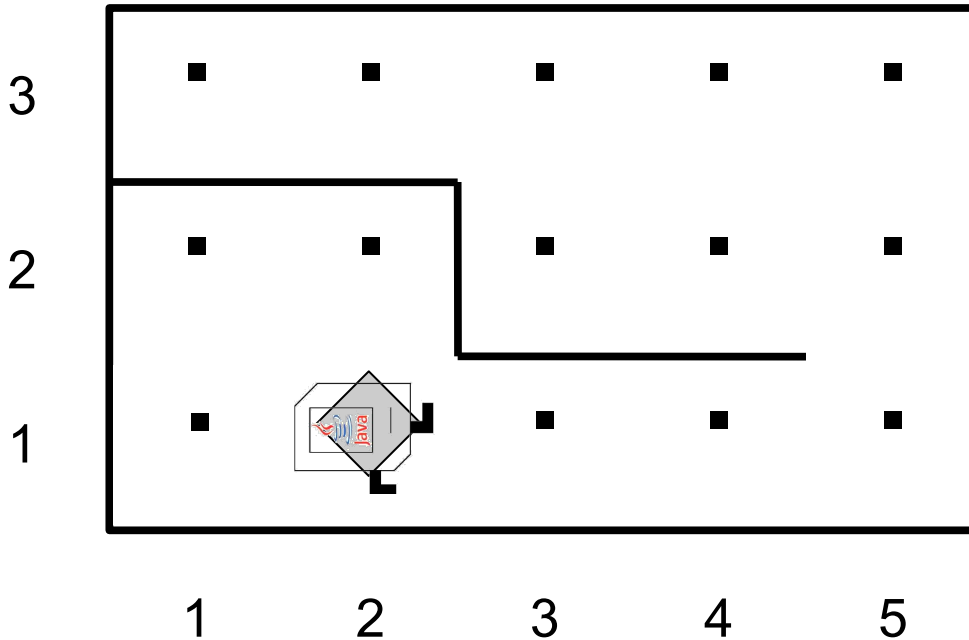


Karel Commands

`move`
`turnLeft`
`pickBeeper`
`putBeeper`

- `turnLeft` makes Karel rotate 90° counter-clockwise.
- There is no `turnRight` command. (Why not?)

Commands: turnLeft

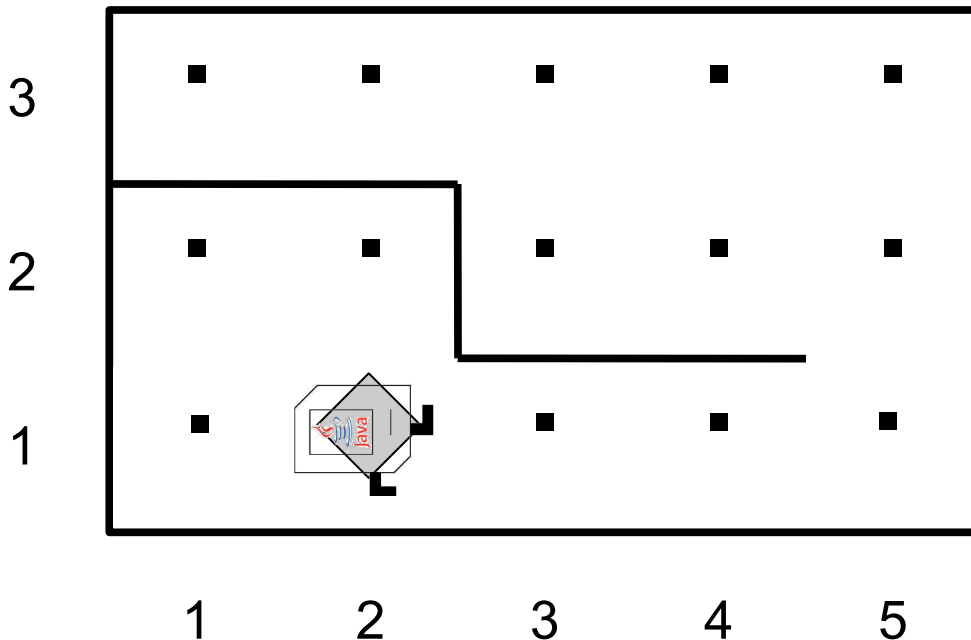


Karel Commands

`move`
`turnLeft`
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- `turnLeft` makes Karel rotate 90° counter-clockwise.
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Commands: pickBeeper

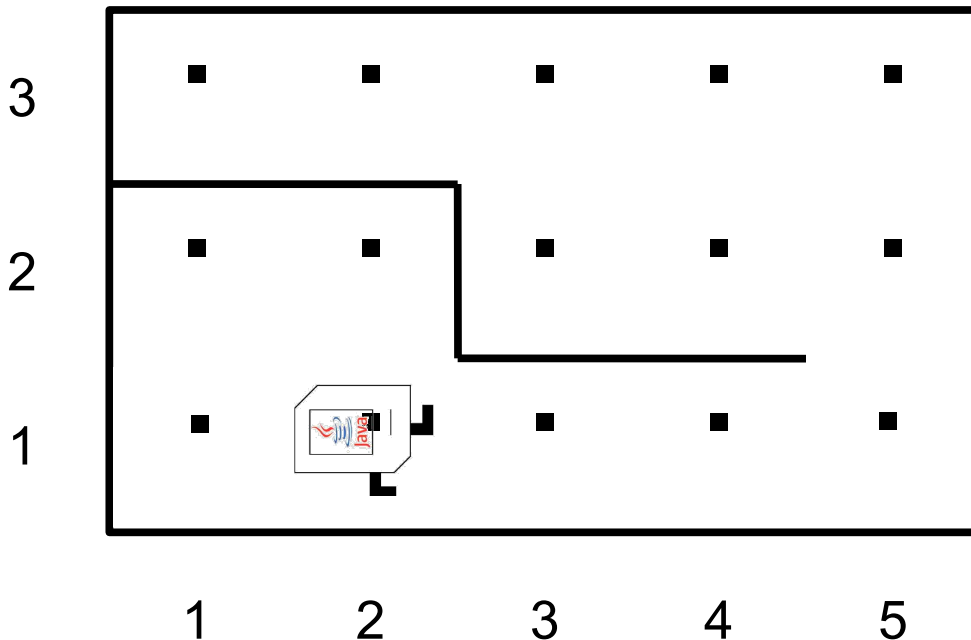


Karel Commands

`move`
`turnLeft`
`pickBeeper`
`putBeeper`

- `pickBeeper` makes Karel pick up the beeper at the current corner. Karel can hold multiple beepers at a time in its "beeper bag".

Commands: pickBeeper

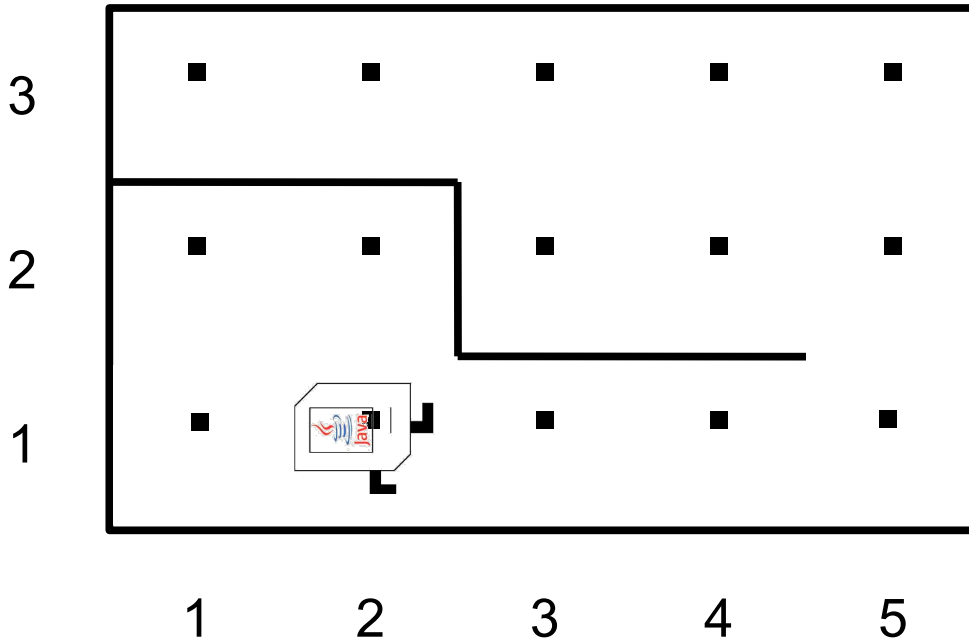


Karel Commands

`move`
`turnLeft`
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`putBeeper`

- `pickBeeper` makes Karel pick up the beeper at the current corner. Karel can hold multiple beepers at a time in its "beeper bag".

Commands: putBeeper

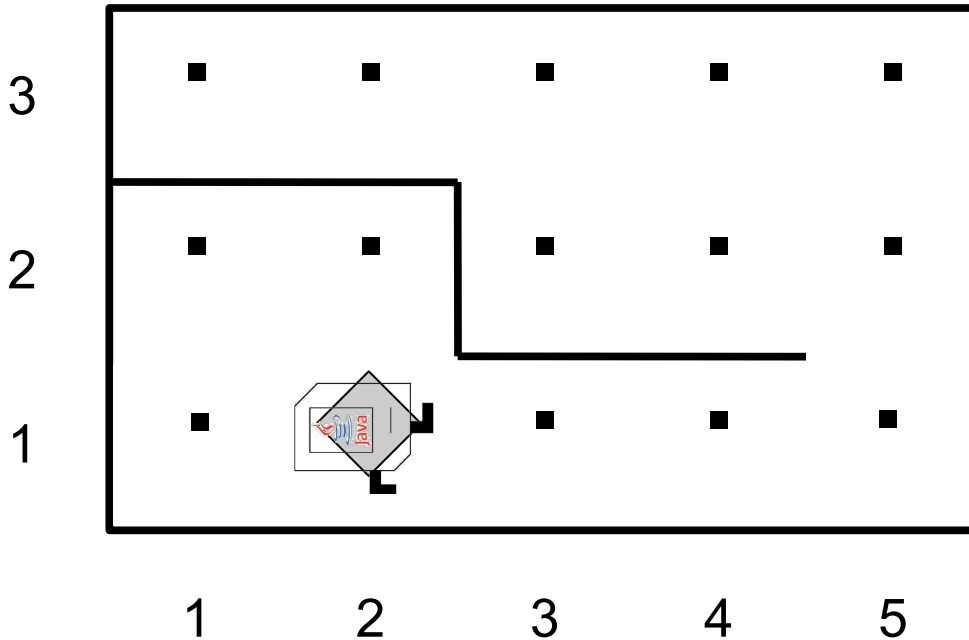


Karel Commands

`move`
`turnLeft`
`pickBeeper`
`putBeeper`

- `putBeeper` makes Karel put a beeper down at its current location.
 - `pickBeeper` and `putBeeper` are used to move beepers around.

Commands: putBeeper



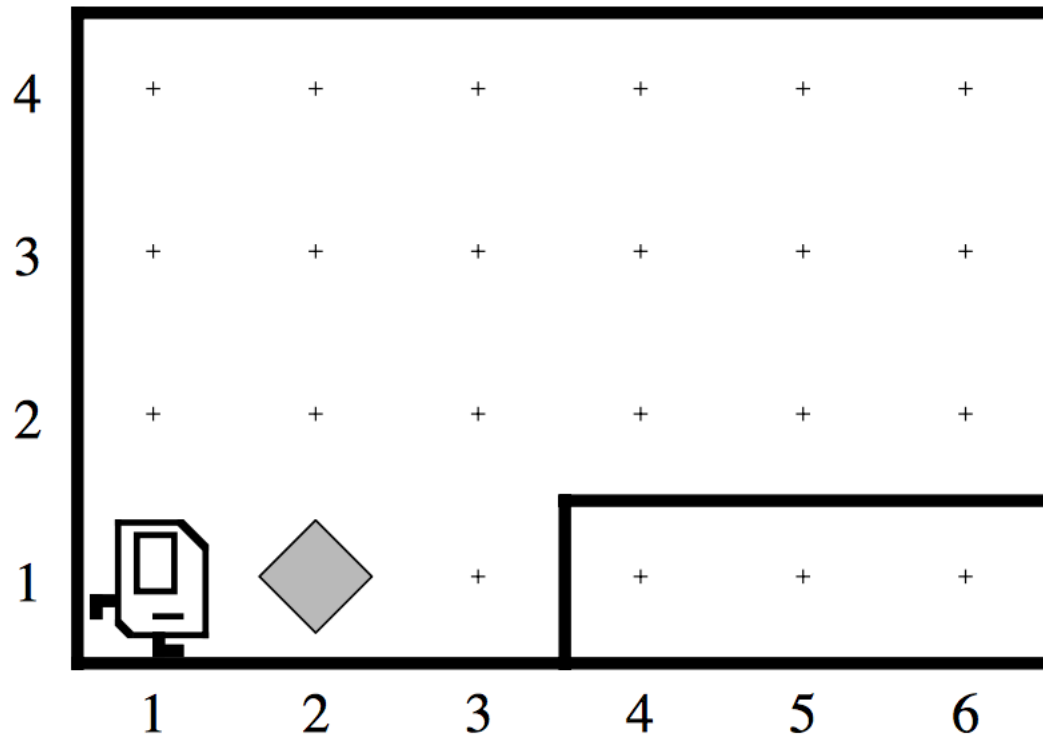
Karel Commands

`move`
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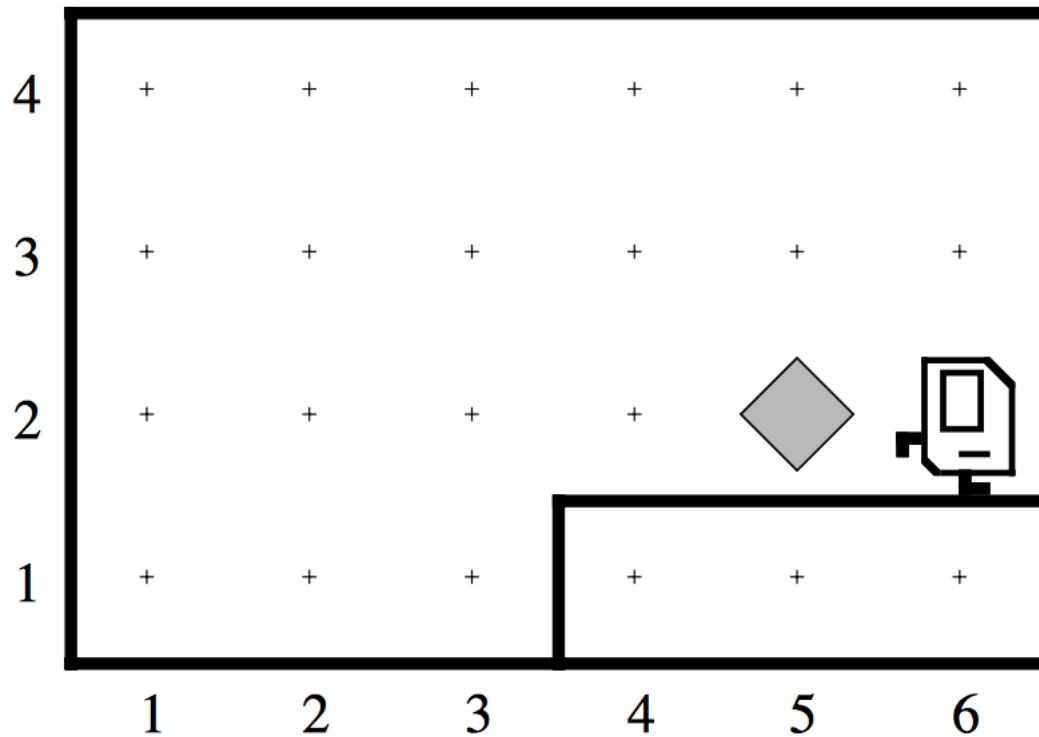
Our First Karel Program

Before



Our First Karel Program

After



Demo

Defining New Commands


We can make new commands (or **methods**) for Karel. This lets us *decompose* our program into smaller pieces that are easier to understand.

```
private void name() {  
    statement;  
    statement;  
    ...  
}
```

For example:

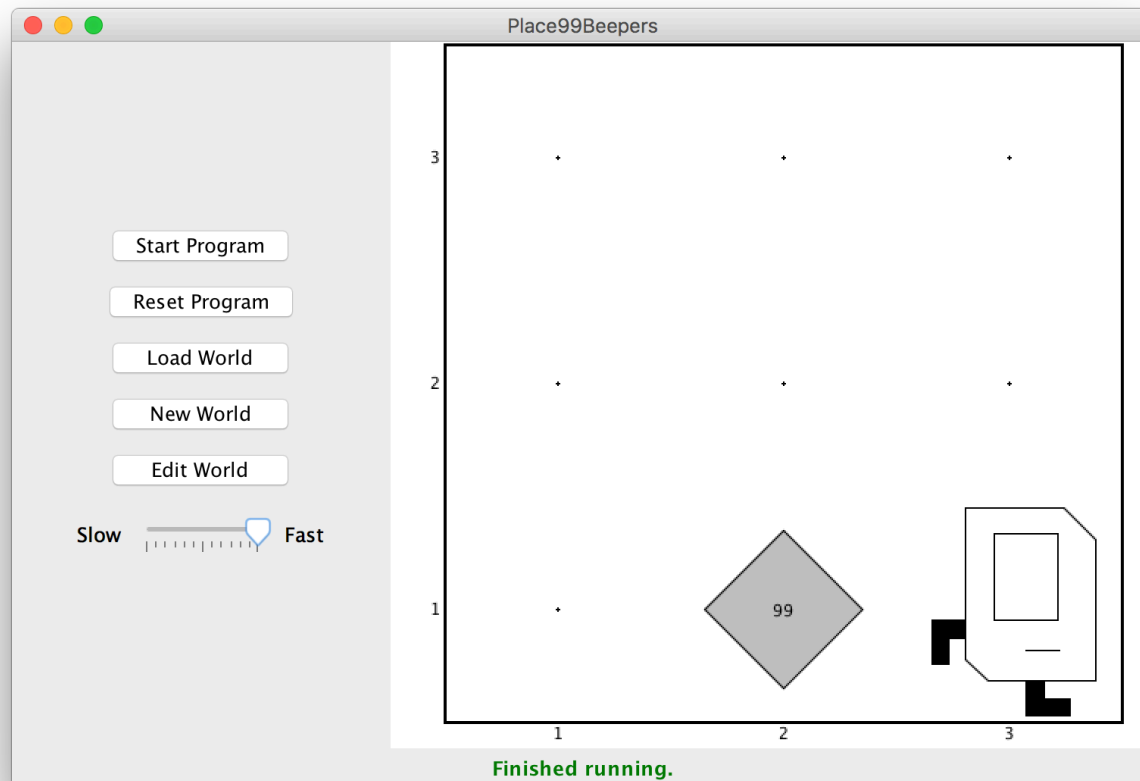
```
private void turnRight() {  
    turnLeft();  
    turnLeft();  
    turnLeft();  
}
```

Plan For Today

- Announcements
- (Re)Meet Karel the Robot
- **Control Flow**
 - For loops 
 - While loops
 - If/else statements

Control Flow: For Loops

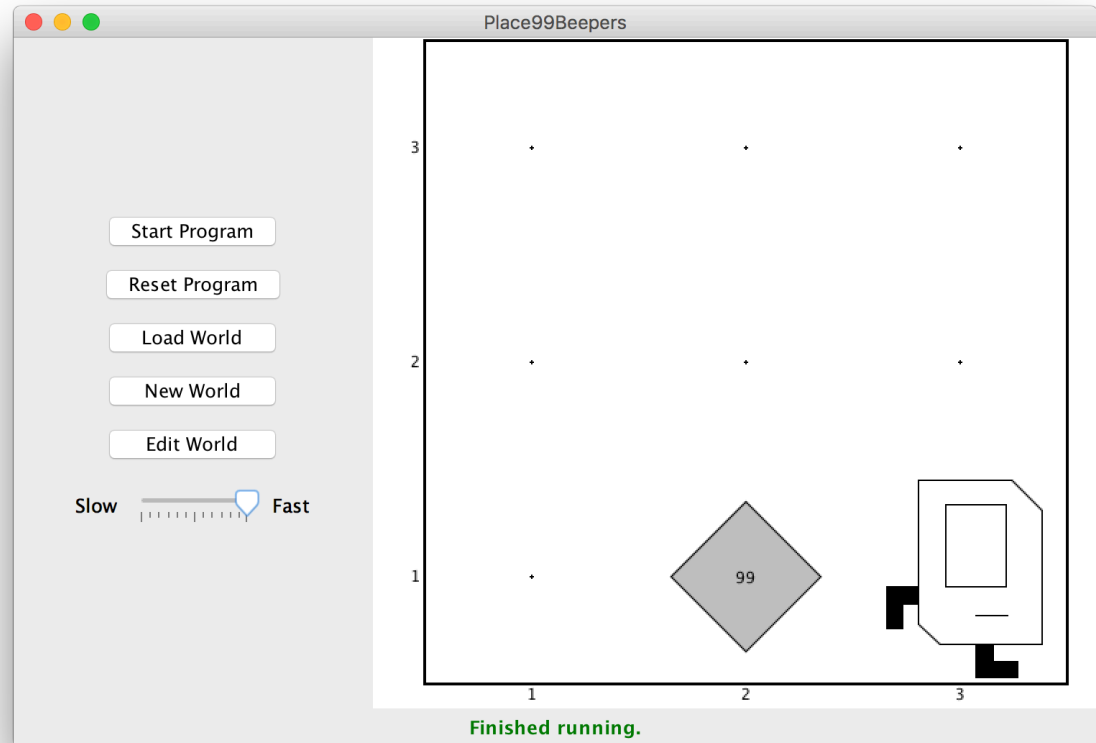
- I want to make Karel put 99 beepers down on a corner. How do I do this?



Control Flow: For Loops

Can't just say:

```
move( );  
putBeeper( );  
putBeeper( );  
putBeeper( );  
...  
move( );
```



This is too repetitive! Plus, it's difficult to change (e.g. to 25 beepers).

Control Flow: For Loops

Instead, use a **for** loop:

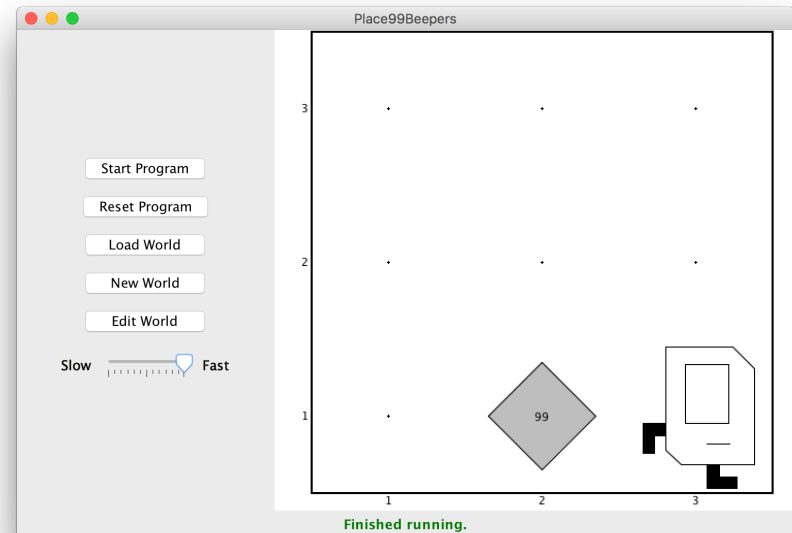
```
for (int i = 0; i < max; i++) {  
    statement;  
    statement;  
    ...  
}
```

Repeats the statements in the body *max* times.

Control Flow: For Loops

Now we can say:

```
move( );  
for (int i = 0; i < 99; i++) {  
    putBeeper( );  
}  
move( );
```



This is less repetitive, and is easier to change (e.g. to 25 beepers).

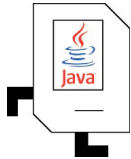
Control Flow: For Loops

Some examples of using **for** loops:

```
// turns Karel right
for (int i = 0; i < 3; i++) {
    turnLeft();
}
```

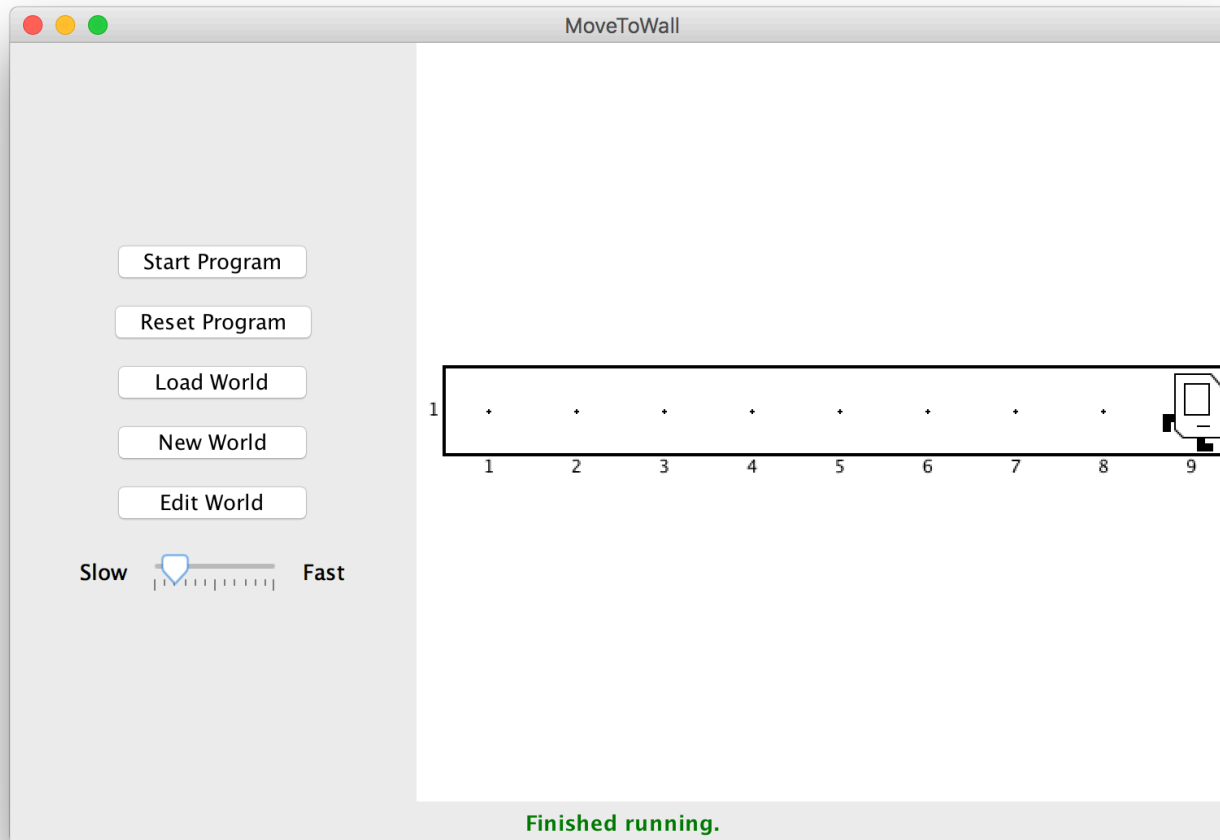
```
// Moves Karel in a square
for (int i = 0; i < 4; i++) {
    move();
    turnLeft();
}
```

Plan For Today

- Announcements
- (Re)Meet Karel the Robot
- **Control Flow**
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 - While loops 
 - If/else statements

Control Flow: While Loops

- I want Karel to move until it gets to a wall. How do I do this?



Control Flow: While Loops

Can't just say:

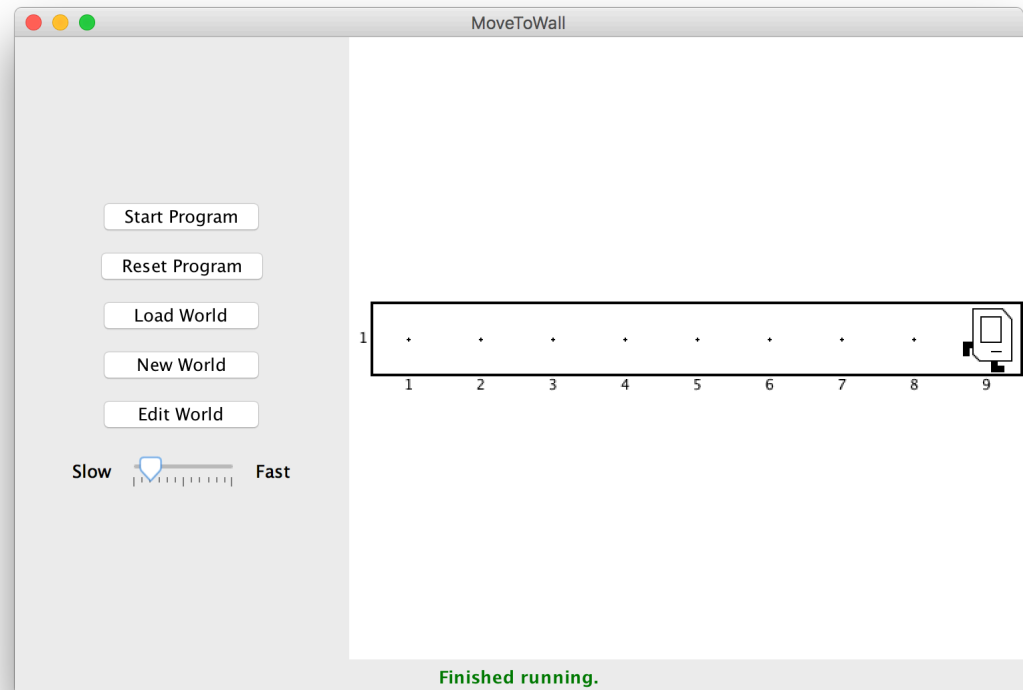
```
move( );
```

```
move( );
```

```
move( );
```

```
move( );
```

...



This is too repetitive! Also, we might not know how far away a wall is. Plus, we want our program to be as *generalized* as possible and work in many different worlds.

Control Flow: While Loops

Instead, use a **while** loop:

```
while (condition) {  
    statement;  
    statement;  
    ...  
}
```

Repeats the statements in the body until ***condition*** is no longer true.
Each time, Karel executes *all statements*, and **then** checks the condition.

Possible Conditions

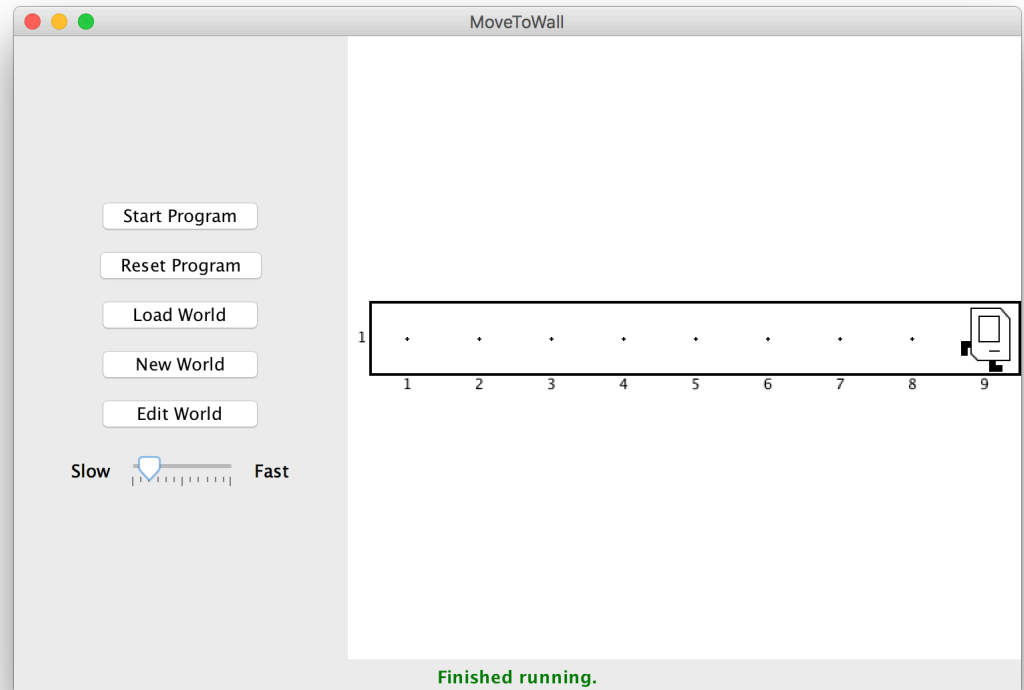
<i>Test</i>	<i>Opposite</i>	<i>What it checks</i>
<code>frontIsClear()</code>	<code>frontIsBlocked()</code>	Is there a wall in front of Karel?
<code>leftIsClear()</code>	<code>leftIsBlocked()</code>	Is there a wall to Karel's left?
<code>rightIsClear()</code>	<code>rightIsBlocked()</code>	Is there a wall to Karel's right?
<code>beepersPresent()</code>	<code>noBeepersPresent()</code>	Are there beepers on this corner?
<code>beepersInBag()</code>	<code>noBeepersInBag()</code>	Any there beepers in Karel's bag?
<code>facingNorth()</code>	<code>notFacingNorth()</code>	Is Karel facing north?
<code>facingEast()</code>	<code>notFacingEast()</code>	Is Karel facing east?
<code>facingSouth()</code>	<code>notFacingSouth()</code>	Is Karel facing south?
<code>facingWest()</code>	<code>notFacingWest()</code>	Is Karel facing west?

This is **Table 1** on page 18 of the Karel courser reader.

Control Flow: While Loops

Now we can say:

```
while (frontIsClear()) {  
    move();  
}
```



This is less repetitive, and it works in *any size* world!

Control Flow: While Loops

while loops can have *compound* conditions as well:

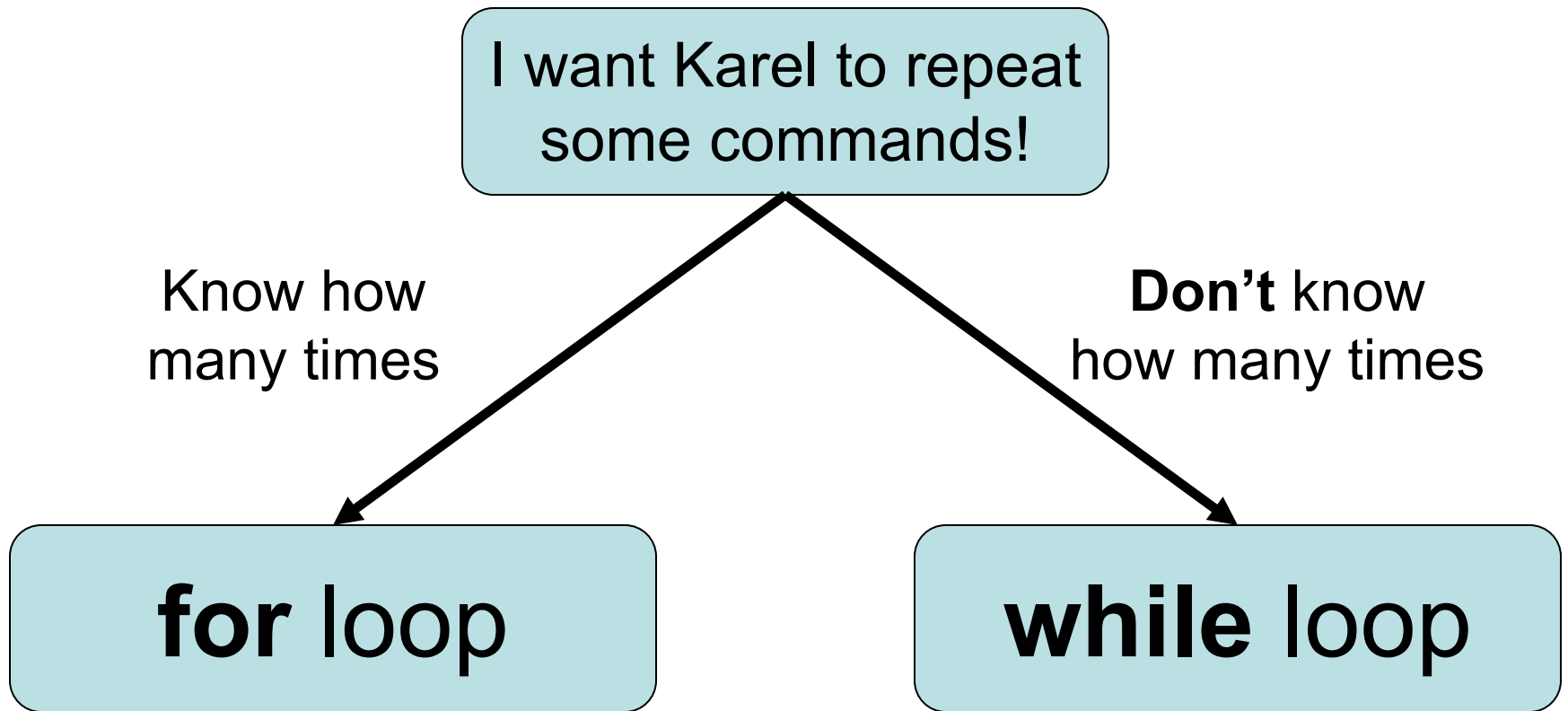
```
// "and"
```

```
while (frontIsClear() && beepersPresent()) {  
    ...  
}
```

```
// "or"
```

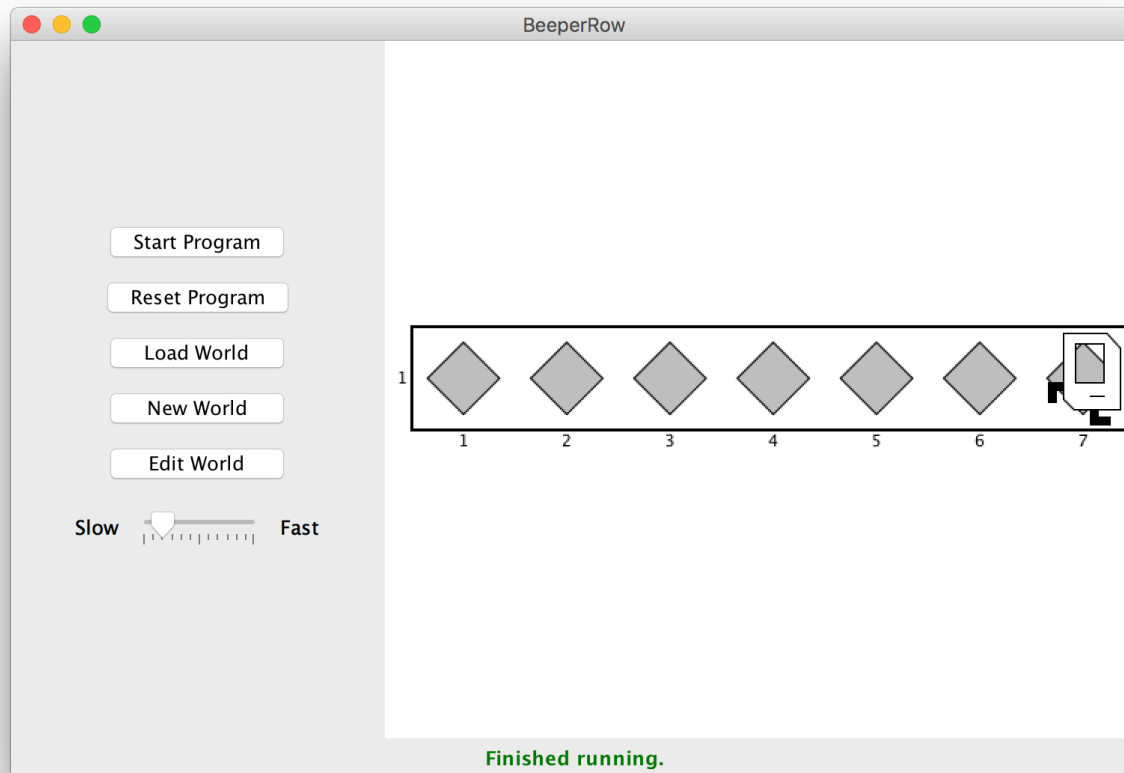
```
while (leftIsClear() || rightIsClear()) {  
    ...  
}
```


Loops Overview



Loops Overview

- I want Karel to put down a row of beepers until it reaches a wall. How do I do this?



Demo

Fencepost Problem



8 fence segments, but 9 posts!

Fencepost Structure

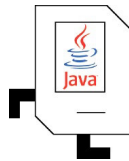
The fencepost structure is useful when you want to loop a set of statements, but do one part of that set 1 *additional* time.

```
putBeeper();           // post
while (frontIsClear()) {
    move();             // fence
    putBeeper();        // post
}

while (frontIsClear()) {
    putBeeper();        // post
    move();             // fence
}
putBeeper();           // post
```

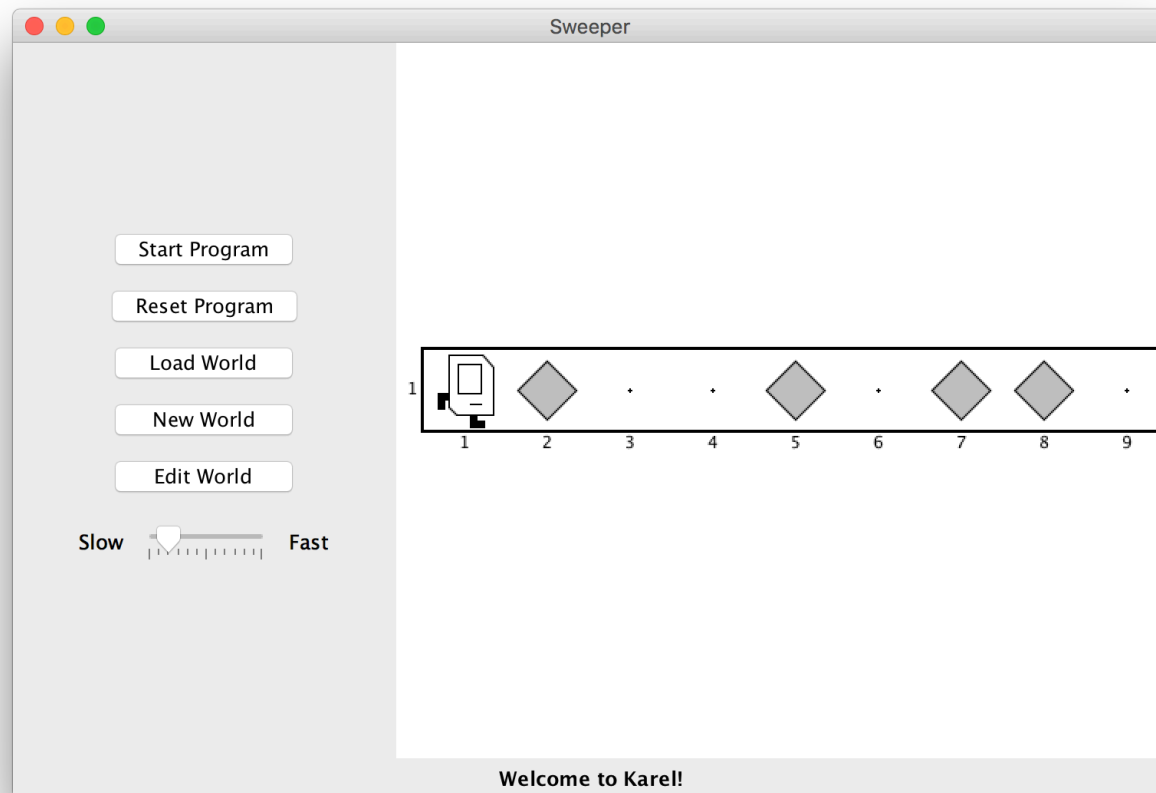
Plan For Today

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If/Else Statements

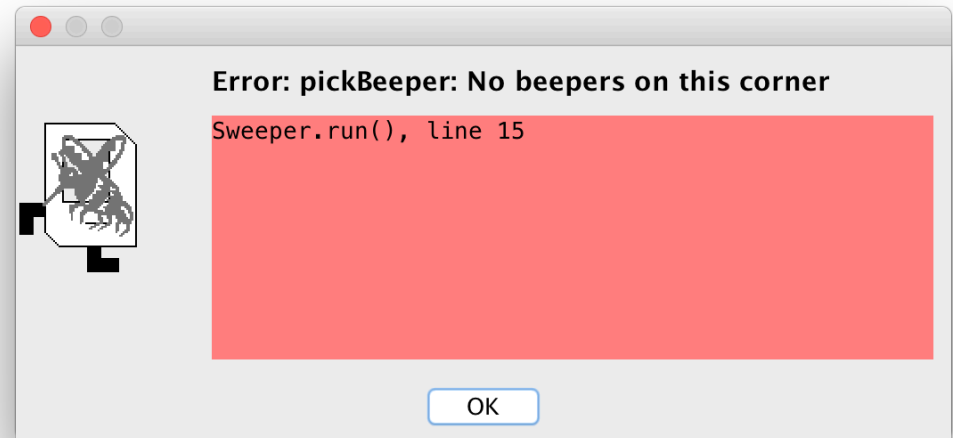
- I want to make Karel clean up all beepers in front of it until it reaches a wall. How do I do this?



If/Else Statements

Can't just say:

```
while (frontIsClear()) {  
    move();  
    pickBeeper();  
}
```



This may crash, because Karel *cannot pick up beepers if there aren't any*. We don't **always** want Karel to pick up beepers; just when there is a beeper to pick up.

If/Else Statements

Instead, use an **if** statement:

```
if (condition) {  
    statement;  
    statement;  
    ...  
}
```

Runs the statements in the body *once* if *condition* is true.

If/Else Statements

You can also add an **else** statement:

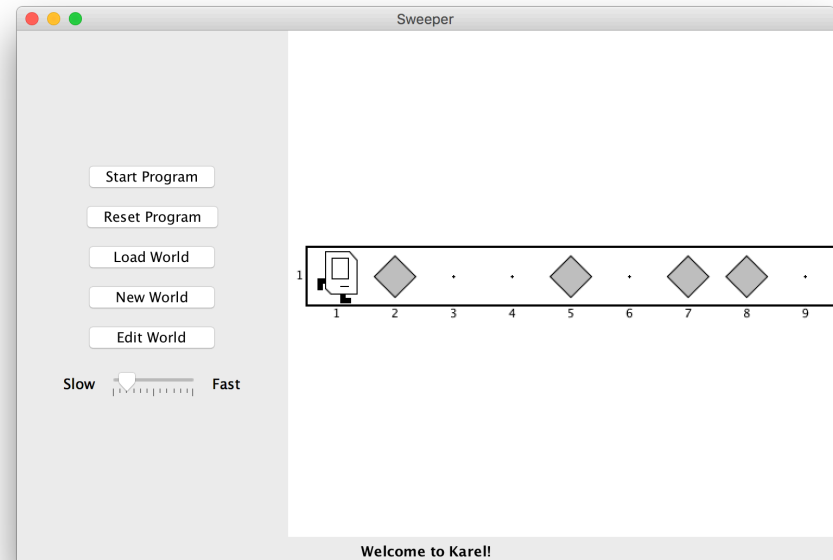
```
if (condition) {  
    statement;  
    statement;  
    ...  
} else {  
    statement;  
    statement;  
    ...  
}
```

Runs the first group of statements if ***condition*** is true; otherwise, runs the second group of statements.

If/Else Statements

Now we can say:

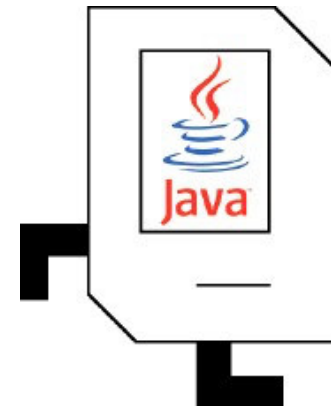
```
while (frontIsClear()) {  
    if (beepersPresent()) {  
        pickBeeper();  
    }  
}
```



Now, Karel won't crash because it will only pickBeeper if there is one.

Recap

- Announcements
- (Re)Meet Karel the Robot
- Control Flow
 - For loops
 - While loops
 - If/else statements



Next time: Karel Problem-Solving