

**Challenge:** Use the NOT operator to turn left when blocked.

Just like in the previous exercise, the puzzle world in this challenge is slightly different each time you run it. Try figuring out how to use the [logical NOT operator \(!\)](#) to solve it.

New condition!

The condition `isBlocked` is either **true** or **false**, giving you a [Boolean](#) value.

If you *can't* move forward one tile in the current direction, `isBlocked` is **true**. If you *can* move forward, `isBlocked` is **false**.

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```
let totalSwitches = 1
var switches = 0
func program() {
    // Needs to stop after toggling switch - Used some more advanced
    // code learned from farther along in the tutorials. (Constant,
    // Variable, and While loop)
    while switches != 1 {
        if isOnClosedSwitch {
            toggleSwitch()
            switches += 1
        }
        else if !isBlocked {
            moveForward()
        }
        else if isBlocked {
            turnLeft()
        }
    }
}
program()
```