

Challenge: Use nested loops and conditions to move around a changing world.

In this challenge, run the puzzle a couple of times to see how the size of the puzzle world changes while the shape remains the same.

As in the previous exercise, you can use [nested loops](#) to create a solution that will work no matter what size the puzzle world is.

```
while !isBlocked {  
    moveForward()  
    if isBlocked {  
        turnRight()  
    }  
    if isOnClosedSwitch {  
        toggleSwitch()  
    }  
}
```