

Challenge: Experiment to find an efficient solution that works for you.

In this challenge, the length of the platform in the puzzle can vary, but the arrangement of switches and gems is always the same.

There are many different approaches you can take to solve this puzzle—can you find one that works for you?

```
while !isBlocked {
    moveForward()
    if isOnClosedSwitch {
        toggleSwitch()
    }
    else if isOnGem {
        collectGem()
    }
    else if isBlocked && isBlockedLeft {
        turnRight()
        moveForward()
        turnRight()
    }
    else if isBlocked && !isBlockedRight {
        turnLeft()
        moveForward()
        turnLeft()
    }
}
```