

Challenge: Factor your code well with conditions, functions, and loops.

For this challenge, your character is surrounded by a grid of possible gem or switch locations. Figure out how to move to the right locations to collect gems and toggle switches open.

You'll need functions, loops, and conditions.

```
func collect() {  
    if isOnClosedSwitch {  
        toggleSwitch()  
    }  
    else if isOnGem {  
        collectGem()  
    }  
}  
for i in 1 ... 8 {  
    if isBlocked {  
        turnLeft()  
    }  
    moveForward()  
    collect()  
}
```