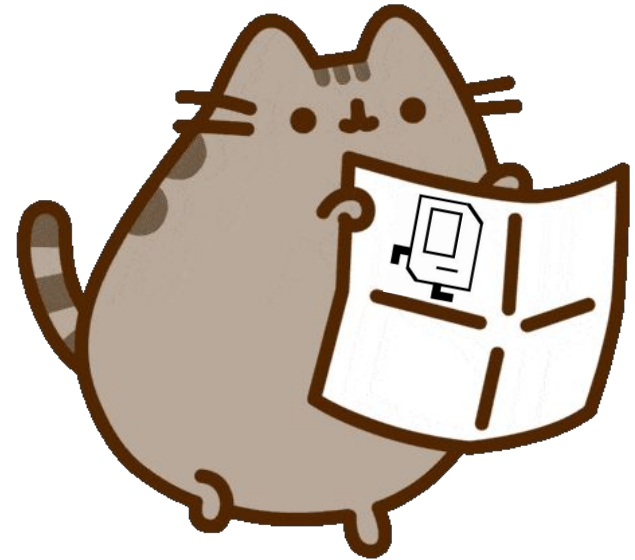


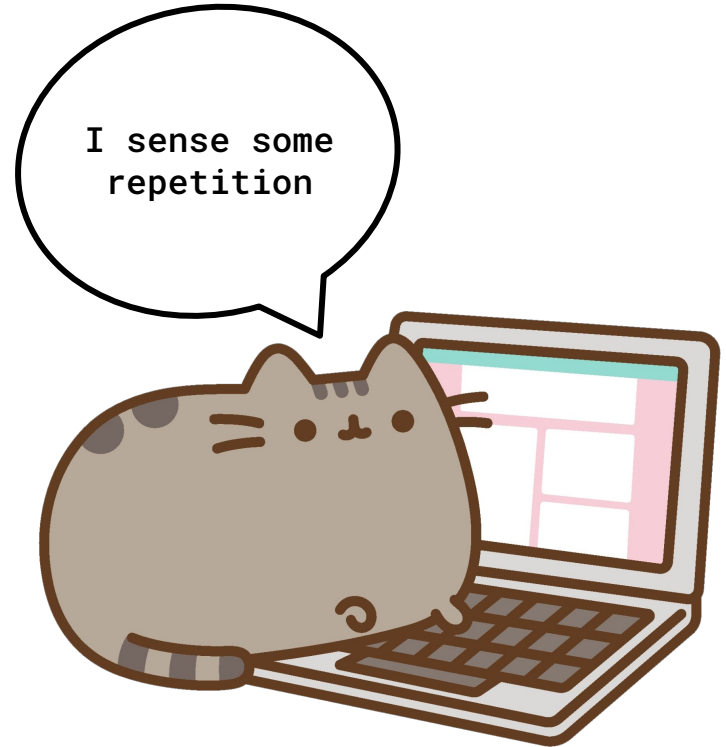
Karel Reference

<code>move()</code>	<code>front_is_blocked()</code>
<code>turn_left()</code>	<code>beepers_present()</code>
<code>put_beeper()</code>	<code>left_is_blocked()</code>
<code>pick_beeper()</code>	<code>right_is_blocked()</code>
<code>front_is_clear()</code>	<code>beepers_in_bag()</code>



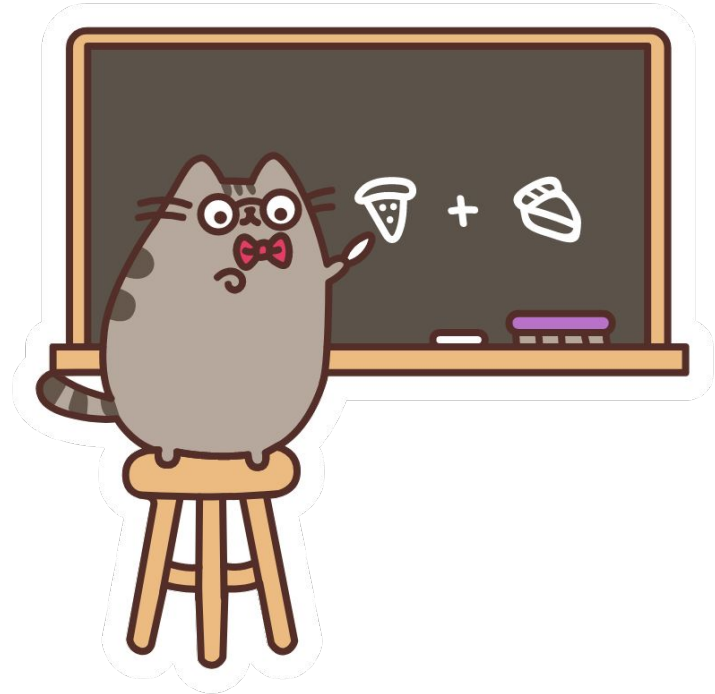
For loops

```
def move_to_wall():  
    move()  
    move()  
    move()  
    move()  
    move()  
    move()  
    move()  
    move()  
    move()  
    move()
```

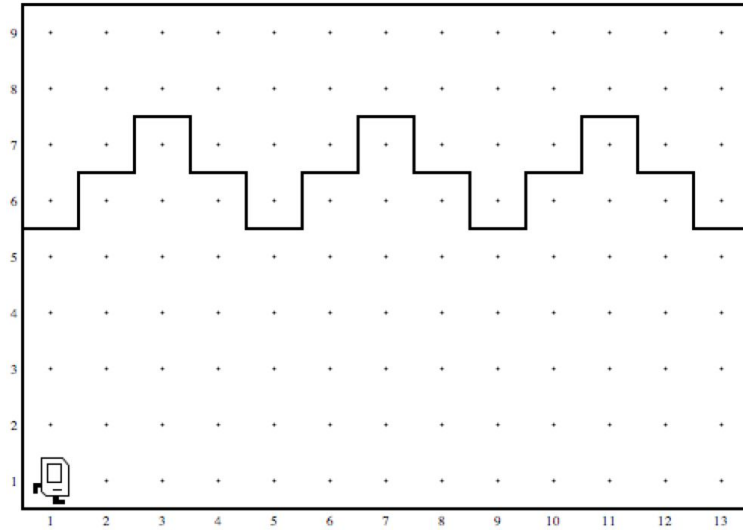


Decomposition

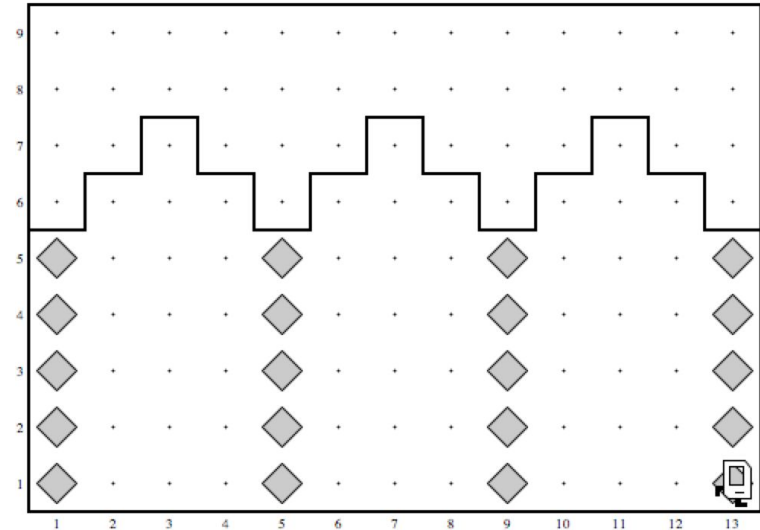
```
def turn_around(): "helper function"  
    turn_left()  
    turn_left()  
  
def pace_around():  
    turn_around()  
    move()  
    move()  
    move()  
    turn_around()  
    move()  
    move()  
    move()  
    turn_around()
```



Building Arches

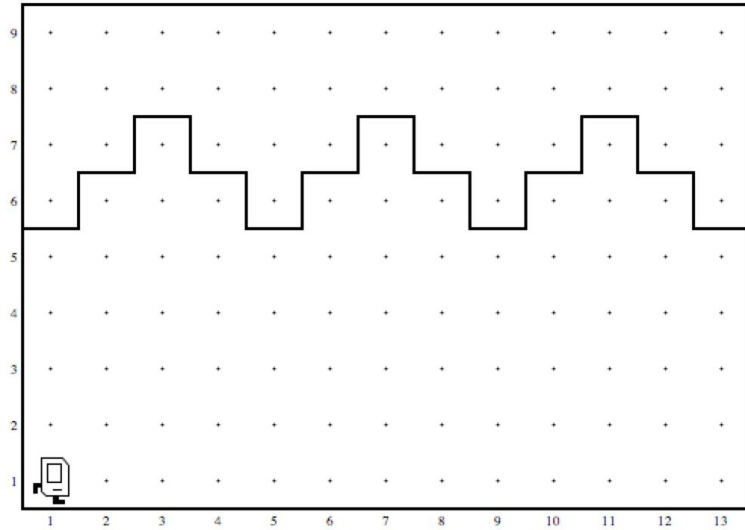


Start

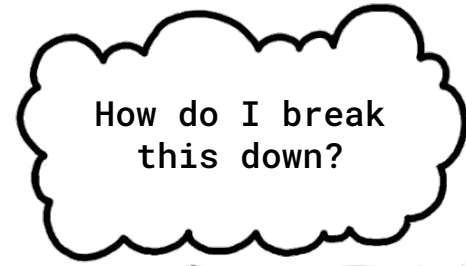


End

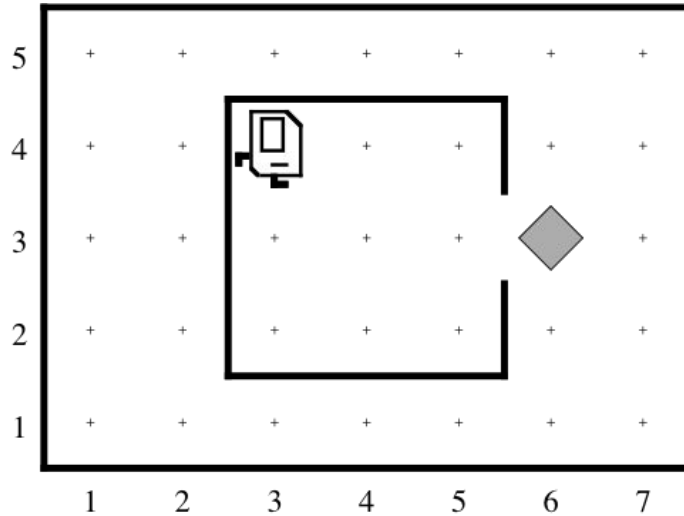
Building Arches



Start



Newspaper Karel



Start

