

Task 1: Orienteering

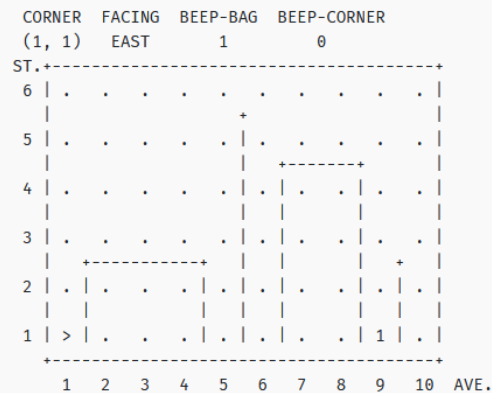
Robot Karel decided to take part in another discipline at the Olympics. Once again, he will run over obstacles that are different heights, different widths and different distances from each other. However, when he finds the mark, he picks it up and returns to his starting position through obstacles.

Remember that the throughout this entry **use of variables is not allowed**.

When uploading your program, use in the function `turn_on()` map name `task_1.kw`.

Initial situation

At the beginning, the robot Karel is somewhere on the obstacle course, facing east.



The end situation

At the end, robot Karel is in his original position, but this time he is facing west. He has a brand in his backpack for which he ran away, ie he **has one brand more in his backpack than at the beginning of the program**.

