

Tugas Prak. Algoritma Pemrograman Komp.

Maze

```
1. moveForward();
   moveForward();

2. moveForward();
   turnLeft();
   moveForward();
   turnRight();
   moveForward();

3. while (notDone()) {
    moveForward();
  }

4. while (notDone()) {
    moveForward();
    turnLeft();
    moveForward();
    turnRight();
  }

5. moveForward();
   moveForward();
   turnLeft();

   while (notDone()) {
     moveForward();
   }

6. while (notDone()) {
moveForward();
if (isPathLeft()) {
  turnLeft();
  moveForward();
}
}
```

```
7. while (notDone()) {  
  moveForward();  
  if (isPathRight()) {  
    turnRight();  
    moveForward();  
  }  
}
```

```
8. while (notDone()) {  
  moveForward();  
  if (isPathLeft()) {  
    turnLeft();  
    moveForward();  
  }  
  if (isPathRight()) {  
    turnRight();  
    moveForward();  
  }  
  if (isPathLeft()) {  
    turnLeft();  
  }  
}
```

```
9. while (notDone()) {  
  if (isPathForward()) {  
    moveForward();  
  } else {  
    if (isPathLeft()) {  
      turnLeft();  
    }  
  }  
}
```

```

    }
    if (isPathRight()) {
        moveForward();
    }
}
}

```

```

10. while (notDone()) {
    if (isPathForward()) {
        moveForward();
    }
    if (isPathLeft()) {
        turnLeft();
        moveForward();
    } else {
        if (isPathRight()) {
            turnRight();
        } else {
            turnRight();
        }
    }
}

```

Bird

```

1. heading(45);

2. if (noWorm()) {
    heading(0);
} else {

```

```
    heading(90);  
}
```

```
    3.  if (noWorm()) {  
        heading(300);  
    } else {  
        heading(60);  
    }
```

```
    4.  if (getX() < 80) {  
        heading(0);  
    } else {  
        heading(270);  
    }
```

```
    5.  if (getY() < 20) {  
        heading(180);  
    } else {  
        heading(270);  
    }
```

```
    6.  if (noWorm()) {  
        heading(345);  
    } else if (getY() < 80) {  
        heading(90);  
    } else {  
        heading(180);  
    }
```

```
7.  if (getY() > 50) {  
    heading(225);  
} else if (noWorm()) {  
    heading(315);  
} else {  
    heading(180);  
}
```

```
8.  if (getX() < 50 && noWorm()) {  
    heading(45);  
} else if (noWorm()) {  
    heading(300);  
} else if (getY() < 50) {  
    heading(135);  
} else {  
    heading(45);  
}
```

```
9.  if (getX() > 20 && noWorm()) {  
    heading(180);  
} else if (getY() > 20 && noWorm()) {  
    heading(270);  
} else if (getY() < 80 && getX() < 40) {  
    heading(75);  
} else {  
    heading(300);  
}
```

```
10. if (getX() < 25 && getY() < 80 && noWorm()) {
```

```
    heading(90);
} else if (getX() < 80 && noWorm()) {
    heading(0);
} else if (getY() > 45 && noWorm()) {
    heading(270);
} else if (getY() < 80 && getX() > 20) {
    heading(90);
} else if (getX() > 20) {
    heading(180);
} else if (getY() > 20) {
    heading(270);
}
```

Turtle

```
1. for (var count = 0; count < 4; count++) {
    moveForward(100);
    turnRight(90);
}
```

```
2. for (var count = 0; count < 5; count++) {
    moveForward(100);
    turnRight(72);
}
```

```
3. for (var count = 0; count < 5; count++) {
    moveForward(100);
    turnRight(144);
}
```

```
4.  penColour('#ffff00');  
for (var count = 0; count < 5; count++) {  
    moveForward(50);  
    turnRight(144);  
}  
penUp();  
moveForward(150);  
penDown();  
moveForward(20);
```

```
5.  penColour('#ffff00');  
for (var count2 = 0; count2 < 4; count2++) {  
    for (var count = 0; count < 5; count++) {  
        moveForward(50);  
        turnRight(144);  
    }  
    penUp();  
    moveForward(150);  
    penDown();  
    turnRight(90);  
}
```

```
6.  penColour('#ffff00');  
for (var count2 = 0; count2 < 3; count2++) {  
    for (var count = 0; count < 5; count++) {  
        moveForward(50);  
        turnRight(144);  
    }  
}
```

```
penUp();
moveForward(150);
penDown();
turnRight(120);
}
penUp();
turnLeft(90);
moveForward(100);
penDown();
penColour('ffffff');
moveForward(50);
```

```
7. penColour('ffff00');
for (var count2 = 0; count2 < 3; count2++) {
  for (var count = 0; count < 5; count++) {
    moveForward(50);
    turnRight(144);
  }
  penUp();
  moveForward(150);
  penDown();
  turnRight(120);
}
penUp();
turnLeft(90);
moveForward(100);
penDown();
penColour('ffffff');
for (var count3 = 0; count3 < 4; count3++) {
```



```
moveForward(50);  
moveBackward(50);  
turnRight(45);  
}
```

```
8. penColour('#ffff00');  
for (var count2 = 0; count2 < 3; count2++) {  
  for (var count = 0; count < 5; count++) {  
    moveForward(50);  
    turnRight(144);  
  }  
  penUp();  
  moveForward(150);  
  penDown();  
  turnRight(120);  
}  
penUp();  
turnLeft(90);  
moveForward(100);  
penDown();  
penColour('#ffffff');  
for (var count3 = 0; count3 < 360; count3++) {  
  moveForward(50);  
  moveBackward(50);  
  turnLeft(1);  
}
```

```
9. penColour('#ffff00');  
for (var count2 = 0; count2 < 3; count2++) {
```

```

for (var count = 0; count < 5; count++) {
    moveForward(50);
    turnRight(144);
}
penUp();
moveForward(150);
penDown();
turnRight(120);
}
penUp();
turnLeft(90);
moveForward(100);
penDown();
penColour('ffffff');
for (var count3 = 0; count3 < 360; count3++) {
    moveForward(50);
    moveBackward(50);
    turnLeft(1);
}
penColour('#000000');
turnRight(120);
moveForward(20);
for (var count4 = 0; count4 < 360; count4++) {
    moveForward(50);
    moveBackward(50);
    turnLeft(1);
}

```

Maaf jika ada yg tasalah copy Mner, soalnya agak susah salin ke word