Chapter 1 - Algorithms and Abstractions\Robot Mazes\For Loops\For Loops HW (STUDENT)\For Loops HW.html

```
<!DOCTYPE html>

<!--
 *
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 *
 * Last Edited: Aug 9, 2017
 *
 -->

<html>
<head>
    <title>
        Robot Maze Simulator
    </title>

    <style>
        canvas{
            background: #000000;
        }
    </style>
    <script type="text/javascript" src="maze.js"></script>
    <script type="text/javascript" src="speed.js"></script>
    <script type="text/javascript" src="security.js"></script>
    <script type="text/javascript" src="movementfunctions.js"></script>
    <script type="text/javascript" src="engine.js"></script>
    <script>

        /*
         * Use four separate FOR loops to complete the maze
         * HINT: Look back at your previous code, how can you reuse it?
         */

         /**
         *
         * 1) READ THIS ENTIRE COMMENT
         * 2) AFTER READING, YOU MAY DELETE THIS COMMENT
         * 3) INSERT YOUR OWN CODE HERE TO CONTROL YOUR ROBOT.
         * 4) YOUR GOAL IS TO GET YOUR ROBOT TO THE GRAY SQUARE.
         *
         * Functions you can use:
         *      moveForward(): The robot will move forward
         *          by one square relative to the direction
         *          it is currently facing. If you move into
         *          a white square, the game continues.
         *          If you move into a gray square, you win.
         *          If you try to move into a black square,
```

```
 *          you lose the game.
 *
 *      rotateRight(): The robot will rotate to the
 *          right relative to its current orientation.
 *
 *      rotateLeft(): The robot will rotate to the
 *          left relative to its current orientation.
 *
 *      goalReached(): The function returns true if
 *          you have reached the end of the maze. It
 *          returns false if you are still in a white
 *          square. This function can only be called
 *          100 times per maze to try to prevent the
 *          game from crashing.
 *
 *      canMove(direction): This function returns true
 *          if the robot can move in the specified direction
 *          relative to its current orientation. Otherwise,
 *          it returns false. You must replace the parameter
 *          'direction' with one of the following arguments:
 *              'forward'
 *              'backward'
 *              'left'
 *              'right'
 *          Note: you need to include the quotes since this function
 *          only accepts a string as its argument.
 *
 *  Other programming techniques you can use:
 *      -You can use iteration, such as 'for loops' and 'while loops'.
 *      -You can define your own functions.
 *      -You can define your own variables.
 *
 */
function robotInstructions()
{
    for(let i=0; i<9; i++)
    {
        moveForward();
    }
    rotateLeft();
    for(let i=0; i<13; i++)
    {
        moveForward();
    }
    rotateRight();
    for(let i=0; i<5; i++)
    {
        moveForward();
    }
    rotateRight();
    for(let i=0; i<13; i++)
    {
        moveForward();
    }
    rotateLeft();
    for(let i=0; i<6; i++)
```

```
            {
                moveForward();
            }
            rotateLeft();
            for(let i=0; i<20; i++)
            {
                moveForward();
            }
            rotateLeft();
            for(let i=0; i<15; i++)
            {
                moveForward();
            }
            rotateLeft();
            for(let i=0; i<12; i++)
            {
                moveForward();
            }
        }
    </script>

</head>


<body onload="gameFrameworkInit()">

    <canvas id="myCanvas" width="400" height="500"></canvas>

</body>


</html>

```