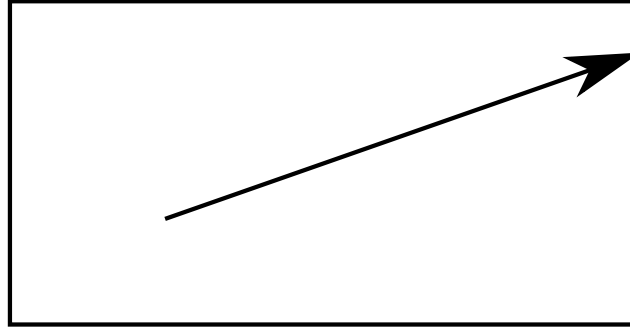# Challenges 2

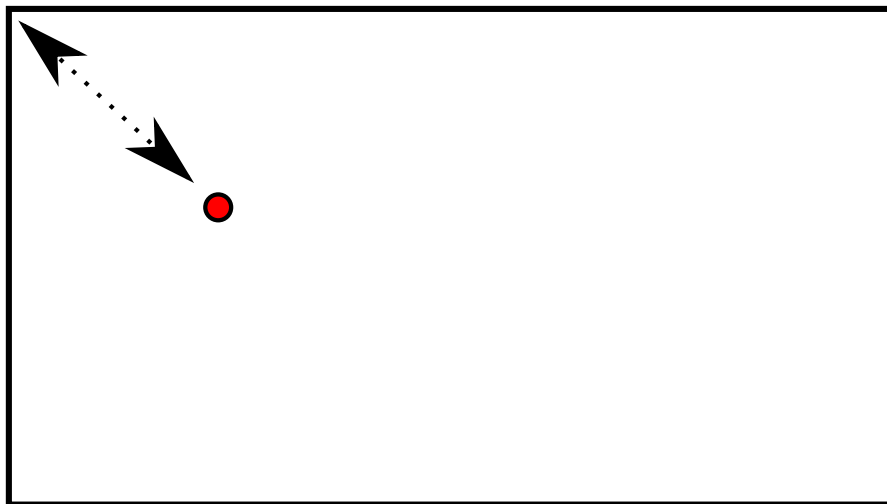## while onscreen

create a function fd_onscreen() that will move the pynguin forward until it is no longer on the screen, then stop.

closest

create a function closest() that will return the coordinates of the corner closest to the pynguin.