Goal: Place five stacked blocks at each corner.

Check out the code below. Instead of an array of Int values, you now have an array of type `Coordinate`.

> The Coordinate type
>
> An instance of `Coordinate` references a location, taking arguments for `column` and `row`.
> `let corner = Coordinate(column: 3, row: 3)`

Using the `blockLocations` array, you can iterate over each coordinate and perform an action at each location; for example:

> Example
>
> ```
> for coordinate in blockLocations {
>    world.place(Gem(), at: coordinate)
> }
> ```

1. Add two coordinates to `blockLocations`, one for each remaining corner of the world.
2. Use a `for-in` loop to iterate over each coordinate, placing **five blocks** at each corner. (You might need to nest another `for` loop.)

```
// Add the two remaining corner coordinates.
var blockLocations = [
    Coordinate(column: 0, row: 0),
    Coordinate(column: 3, row: 3),
    Coordinate(column: 3, row: 0),
    Coordinate(column: 0, row: 3)
]
// Place five blocks at each coordinate.
for coordinate in blockLocations {
    for blocks in 1...5 {
    world.place(Block(), at: coordinate)
    }
}
```