Goal: Collect as many gems as there are switches.

In this puzzle, you'll use a constant called `switchCounter` to collect as many gems as there are switches. Like a variable, a constant is a named container that stores a value. However, the value of a constant *cannot* change while the program is running.

You declare a constant using the word `let` instead of `var`, and you use it when you know that a value won't change.

Declaring a constant

```
let numberOfTries = 3
```

To solve this puzzle, you'll write conditional code that compares the value of a gem-counting variable with `switchCounter`, a constant that stores the number of switches that randomly appear in the puzzle. To compare these two values, use a comparison operator such as `<`, `>`, `==`, or `!=`.

1. Declare a variable to track the number of gems collected.
2. Compare the value of your gem-counting variable with `switchCounter` to determine when to stop collecting gems.

```
let switchCounter = numberOfSwitches
var numberOfGemsCollected = 0

while numberOfGemsCollected < switchCounter {
    if isOnGem {
        collectGem()
        numberOfGemsCollected = numberOfGemsCollected + 1
    }else if isBlocked {
        turnRight()
    }else if isBlockedLeft && isBlocked {
        turnRight()
    }else {
        moveForward()
    }
}
```