

Goal: Place a character and an expert, then use the `jump()` ability to solve the puzzle.

In this puzzle, you'll choose starting locations for both your character and your expert. You'll also need a new ability to solve this puzzle. Just as your expert has the special skill of turning locks, your character has the special skill of jumping.

New ability!

The `Character` type has the ability to jump up and down when you use the following command:

```
jump()
```

- 1 Identify starting locations for your character and your expert.
 - 2 `Initialize` both characters and place them at your starting locations.
 - 3 Use the `jump()` command to make your character jump when needed to solve the puzzle.
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```
let character = Character()
let expert = Expert()
```

```
world.place(character, facing: north, atColumn: 0, row: 0)
world.place(expert, facing: north, atColumn: 3, row: 0)
```

```
func collectAndJump() {
    for i in 1...2 {
        character.collectGem()
        character.jump()
        character.jump()
    }
}
```

```
expert.toggleSwitch()
expert.turnLockUp()
```

```
collectAndJump()
character.turnRight()
collectAndJump()
character.turnLeft()
```

```
character.collectGem()  
character.move(distance: 2)  
character.collectGem()
```