Karel Class Documentation

Const (js/karelConstants)

* Globally visible
* Holds all the karel constants

KarelImages (js/karelImages)

* Globally visible
* Preloads all the image resources

KarelIde (js/karelIde)

* Has a Karel
* Has a CanvasModel
* Has a Compiler
* Has access to all the UI elements

Compiler (js/karelCompiledEngine)

* Has access to the Ide’s Karel object
* Supports compile and executeAction
* All thrown errors will be reported by the IDE

Karel (js/karel)

* The Karel controller class
* Has a KarelModel
* Uses KarelView to render the KarelModel
* Can call actions against Karel (ie move)
* Can ask boolean methods (ie frontIsClear)
* Throws an error if an action fails

KarelModel (js/karelModel)

* Stores all the state of Karel and her world
* Can be deep copied

KarelImporter (js/karelImporter)

* Adds—and wires up—a karelIDE into the page HTML