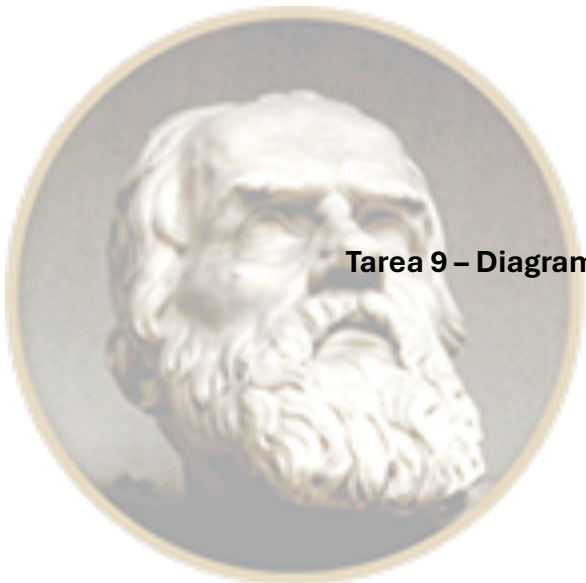


Universidad Galileo
Gerardo Francisco Gutiérrez Valenzuela
Introducción a la programación

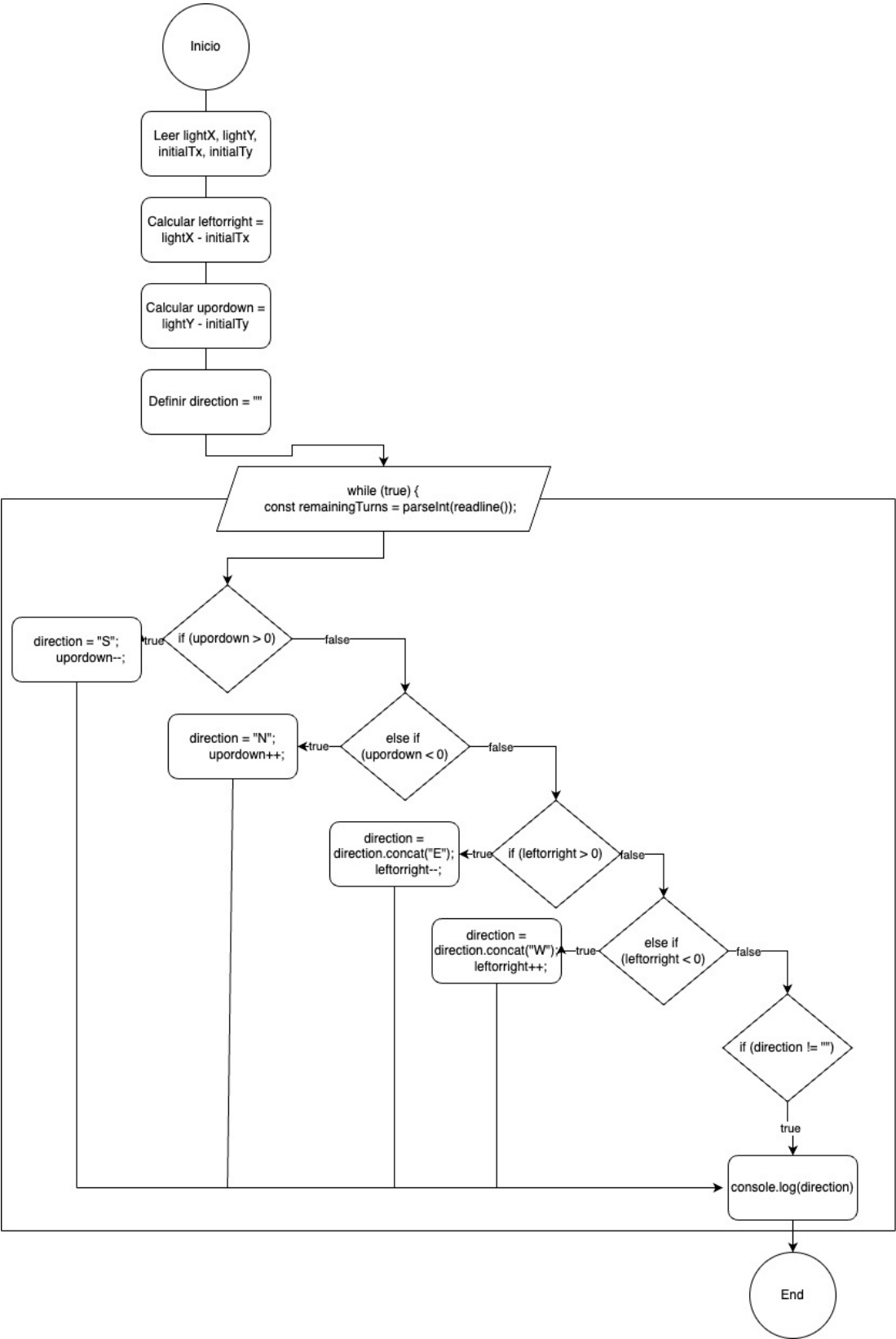


Tarea 9 – Diagrama Power Of Thor



Byron Fernando Cardona Sánchez
Carné: 24011342
09 de Julio del 2024

Diagrama Power Of Thor



```

var inputs = readline().split(' ');
const lightX = parseInt(inputs[0]); // the X position of the light of power
const lightY = parseInt(inputs[1]); // the Y position of the light of power
const initialTx = parseInt(inputs[2]); // Thor's starting X position
const initialTy = parseInt(inputs[3]); // Thor's starting Y position

var leftorright = lightX - initialTx;
var upordown = lightY - initialTy;
var direction;

// game loop
while (true) {
    const remainingTurns = parseInt(readline()); // The remaining amount of turns Thor can move. Do not remove this line.

    // Write an action using console.log()
    // To debug: console.error('Debug messages...');

    // A single line providing the move to be made: N NE E SE S SW W or NW
    direction = "";

    if (upordown > 0){
        direction = "S";
        upordown--;
    }else if (upordown < 0){
        direction = "N";
        upordown++;
    }

    if (leftorright > 0){
        direction = direction.concat("E");
        leftorright--;
    }else if (leftorright < 0){
        direction = direction.concat("W");
        leftorright++;
    }

    if (direction != ""){
        console.log(direction);
    }
}

```