Karel Reference

Movement commands

move()	Moves Karel forward one space. Will fail if Karel is in front of a wall!
turnLeft()	Rotates Karel 90 degrees to the left.
turnRight()	Rotates Karel 90 degrees to the right.
turnAround()	Rotates Karel 180 degrees.

Beeper commands

putBeeper()	Places a beeper on the space where Karel is currently located.
pickBeeper()	Removes a beeper from the space where Karel is currently located. Will fail if that space has no beepers.

Boolean methods

frontIsClear()	True if there is no wall in front of Karel, so he may safely move forward using move().
leftIsClear()	True if there is no wall to Karel's left.
rightIsClear()	True if there is no wall to Karel's right.
backIsClear()	True if there is no wall behind Karel.
beepersPresent()	True if there is at least one beeper on the space where Karel is currently located.

Each boolean method has a corresponding negative method, which is true exactly when the other is false. The corresponding methods are

frontIsClear()	frontIsBlocked()
leftIsClear()	leftIsBlocked()
rightIsClear()	rightIsClear()
backIsClear()	backIsBlocked()
beepersPresent()	noBeepersPresent()