Reeborg’s World

Reborg.ca

Hurdles 3 and 4 both involve calling functions and using loops

**Hurdle 3 involves random hurdles**

def turn\_right():

turn\_left()

turn\_left()

turn\_left()

def jump():

turn\_left()

move()

turn\_right()

move()

turn\_right()

move()

turn\_left()

while not at\_goal():

if wall\_in\_front():

jump()

else:

move()

**Hurdle 4 involves random hurdles and random hurdle heights**

def turn\_right():

turn\_left()

turn\_left()

turn\_left()

def jump():

turn\_left()

while wall\_on\_right():

move()

turn\_right()

move()

turn\_right()

while front\_is\_clear():

move()

turn\_left()

while not at\_goal():

if wall\_in\_front():

jump()

else:

move()