## Hurdles race

Reeborg has entered a hurdle race, but he does not know in advance how long the race is. Make him run the course, following a path similar to the one shown, but stopping at the only flag that will be shown after the race has started.

## What you need to know

- The functions move() and turn\_left().
- The condition at\_goal() and its negation.
- How to use a while loop.

Your program should also be valid for world Hurdles 1.

## Difficulty level









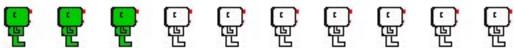












Background image: www.pexels.com

A robot located at (x, y) = (1, 1) carries no objects.

## Goal to achieve:

The final required position of the robot will be chosen at random.