

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.