Review and Reflect 2

Algorithms: Which Way to Turn?

```
while !isOnGem {
    while !isOnClosedSwitch && !isOnGem{
        moveForward()
    }
    if isOnClosedSwitch && isBlocked {
        toggleSwitch()
        turnLeft()
    } else if isOnClosedSwitch {
        toggleSwitch()
        turnRight() {
        }
    }
}
collectGem()
```

Review and Reflect 2

Algorithms: Roll Right, Roll Left

```
while !isBlocked {
    moveForward()
    if isOnGem {
        turnRight()
        collectGem()
        moveForward()
        collectGem()
        while !isBlocked {
            moveForward()
        }
        turnLeft()
```

```
    } else {
        toggleSwitch()
        turnLeft()
        moveForward()
        toggleSwitch()
        while !isOnClosedSwitch {
            moveForward()
        }
        toggleSwitch()
        turnRight()
    }
}
```

*Some puzzles may have multiple solutions

Review and Reflect 2

Algorithms: Roll Right, Roll Left

```
while !isBlocked {
    moveForward()
    if isOnGem {
        turnRight()
        collectGem()
        moveForward()
        collectGem()
        while !isBlocked {
            moveForward()
        }
        turnLeft()
```

```
    } else {
        toggleSwitch()
        turnLeft()
        moveForward()
        toggleSwitch()
        while !isOnClosedSwitch {
            moveForward()
        }
        toggleSwitch()
        turnRight()
    }
}
```

*Some puzzles may have multiple solutions