For Loops: Branch Out

```
func traverseRidge() {
  for _ in 1...7 {
    moveForward()
func clearStairway() {
  traverseStairway()
  toggleSwitch()
  turnRight()
  turnRight()
  traverseStairway()
  turnRight()
for i in 1...3 {
  moveForward()
  moveForward()
  turnRight()
  clearStairway()
```

```
For Loops: Gem Farm
func moveAndCollectGems() {
  moveForward()
  collectGem()
  moveForward()
  collectGem()
func moveAndToggleSwitches() {
  moveForward()
  toggleSwitch()
  moveForward()
  toggleSwitch()
func turnAround() {
  turnLeft()
  turnLeft()
  moveForward()
  moveForward()
  turnRight()
```

```
moveForward()
  turnRight()
turnRight()
for i in 1...5 {
  moveAndCollectGems()
  turnAround()
turnRight()
moveForward()
moveForward()
moveForward()
turnRight()
for i in 1...3 {
  moveAnd ToggleSwitches()
  turnAround()
```

```
For Loops: Gem Farm
func moveAndCollectGems() {
  moveForward()
  collectGem()
  moveForward()
  collectGem()
func moveAndToggleSwitches() {
  moveForward()
  toggleSwitch()
  moveForward()
  toggleSwitch()
func turnAround() {
  turnLeft()
  turnLeft()
  moveForward()
  moveForward()
  turnRight()
```

```
moveForward()
  turnRight()
turnRight()
for i in 1...5 {
  moveAndCollectGems()
  turnAround()
turnRight()
moveForward()
moveForward()
moveForward()
turnRight()
for i in 1...3 {
  moveAnd ToggleSwitches()
  turnAround()
```

```
For Loops: Four Stash Sweep
func turnAround() {
  turnRight()
  turnRight()
func collectFour() {
  collectGem()
  moveForward()
  collectGem()
  turnAround()
  moveForward()
  turnRight()
  moveForward()
  collectGem()
  turnAround()
  moveForward()
  moveForward()
  collectGem()
```

```
moveForward()
for i in 1...3 {
  collectFour()
  moveForward()
  moveForward()
collectFour()
```

```
For Loops: Four Stash Sweep
func turnAround() {
  turnRight()
  turnRight()
func collectFour() {
  collectGem()
  moveForward()
  collectGem()
  turnAround()
  moveForward()
  turnRight()
  moveForward()
  collectGem()
  turnAround()
  moveForward()
  moveForward()
  collectGem()
```

```
moveForward()
for i in 1...3 {
  collectFour()
  moveForward()
  moveForward()
collectFour()
```