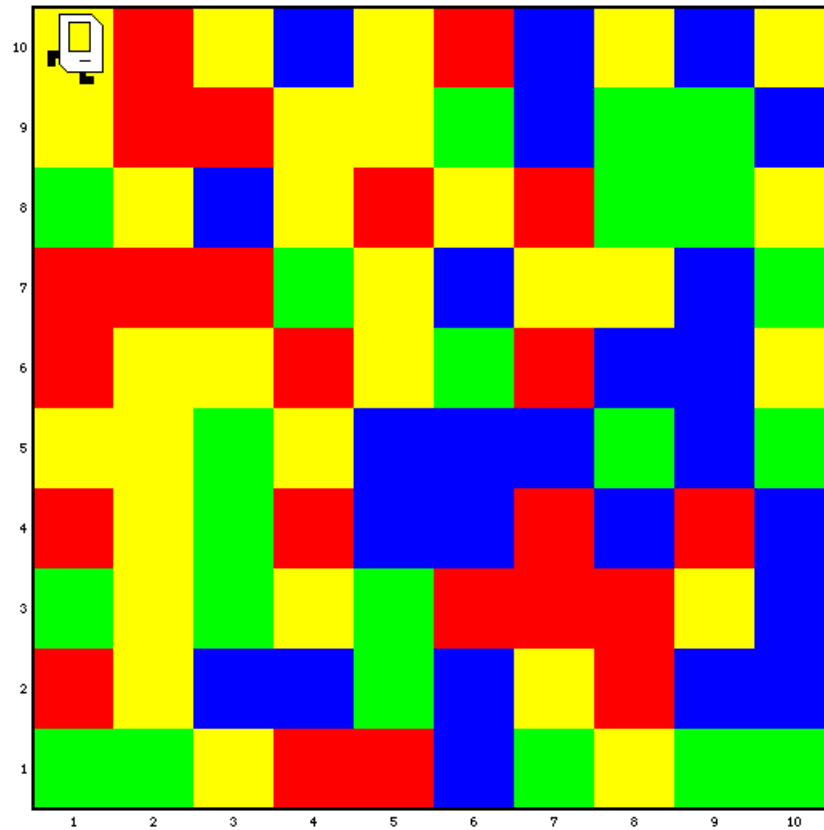


# Random Painter

In this exercise, your mission is to write a program that instructs Karel to paint whole world in four different colors. The colors should be blue, green, yellow and red each with 0.25 probability. A sample output is shown below but your result may differ since colors are painted randomly.



Hint: Use Karel's `random(p)` method.