

Cleaning Up

Unfortunately, sometimes Karel's world gets a little messy, with beepers strewn around at various corners. We want to help Karel clean up his world by writing a program that has Karel go through the world and pick up any beepers that may be scattered about. We assume that:

- Karel starts at corner (1, 1) facing East
- Each corner of Karel's world may either be empty or contain at most one beeper, and when Karel is done there should be no more beepers on any corner
- Karel can finish his task at any location and orientation

If you were to execute your program, you would see something like the following before-and-after diagram.

