Doubling Beepers

Interestingly enough, Karel can also do various kinds of math. For example, we can ask Karel to double the number of beepers on some corner in the world. We'd like to write a program where there is a pile of some (finite) number of beepers on the corner directly in front of Karel. We want Karel to double the number of beepers in that pile and return to his original location and orientation. You can assume that Karel begins with an infinite number of beepers in his beeper bag.

For example, if you were to execute your program in the sample *Before* world shown below, you would expect to see the corresponding *After* world (note that the number of beepers on corner (2, 1) has been doubled):