**Lab Goal :** This lab was designed to teach you more about Objects and the Jeroo environment. You are to analyze a problem and determine the steps needed to solve it. You must determine how times to hop, when to turn and most importantly when to stop. Calculate the number of hops and turns needed to move along the nets. Use care that you do not end up in the nets.

Lab Description: This lab requires you to use a few commands multiple times. Make sure where you are before you hop. Testing your commands as you go can help you better see your solution and correct mistakes before they cause the Jeroo to run into the net every time.

Files Needed:
`Jeroo_Lab1B.jsc`
`FencedIn.jsv`
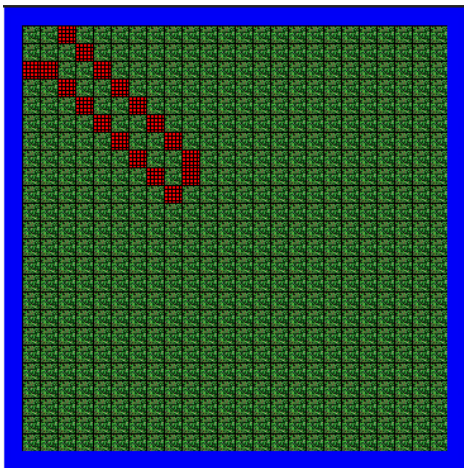
Starting Screen:
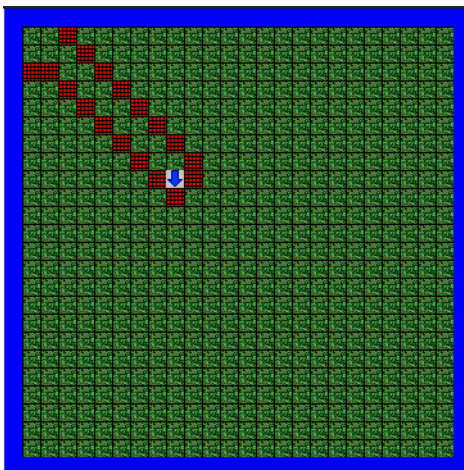
algorithm help

Analyze – what tasks do I need to do.
- **When to Turn?**
- **When to hop??**
- **Changing Directions?**
- **Stopping in time?**

Preconditions –
- **Where do I start**

Postcondition –
- **Successful hop through the nets**
- **Jeroo is not in the nets**
- **Jeroo is facing South**
- **Jeroo is at the dead end.**

Ending Screen:

BONUS: Use a Flower to break the bottom net and allow the Jeroo to escape. +10