

move forward 10
left
up 1

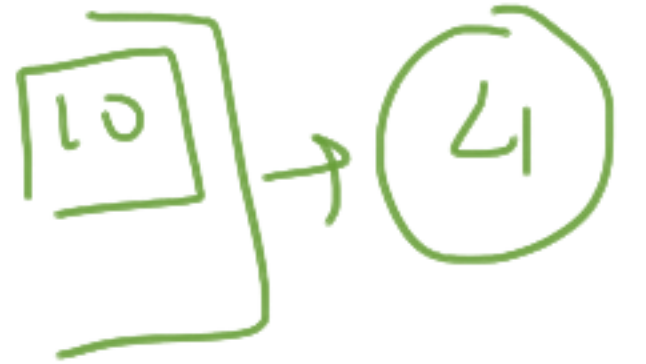
Four Walls:-



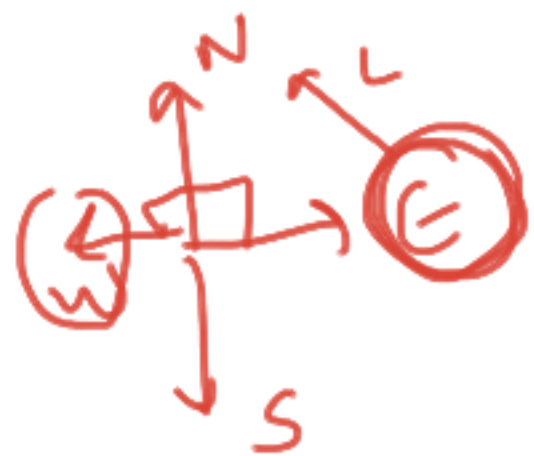
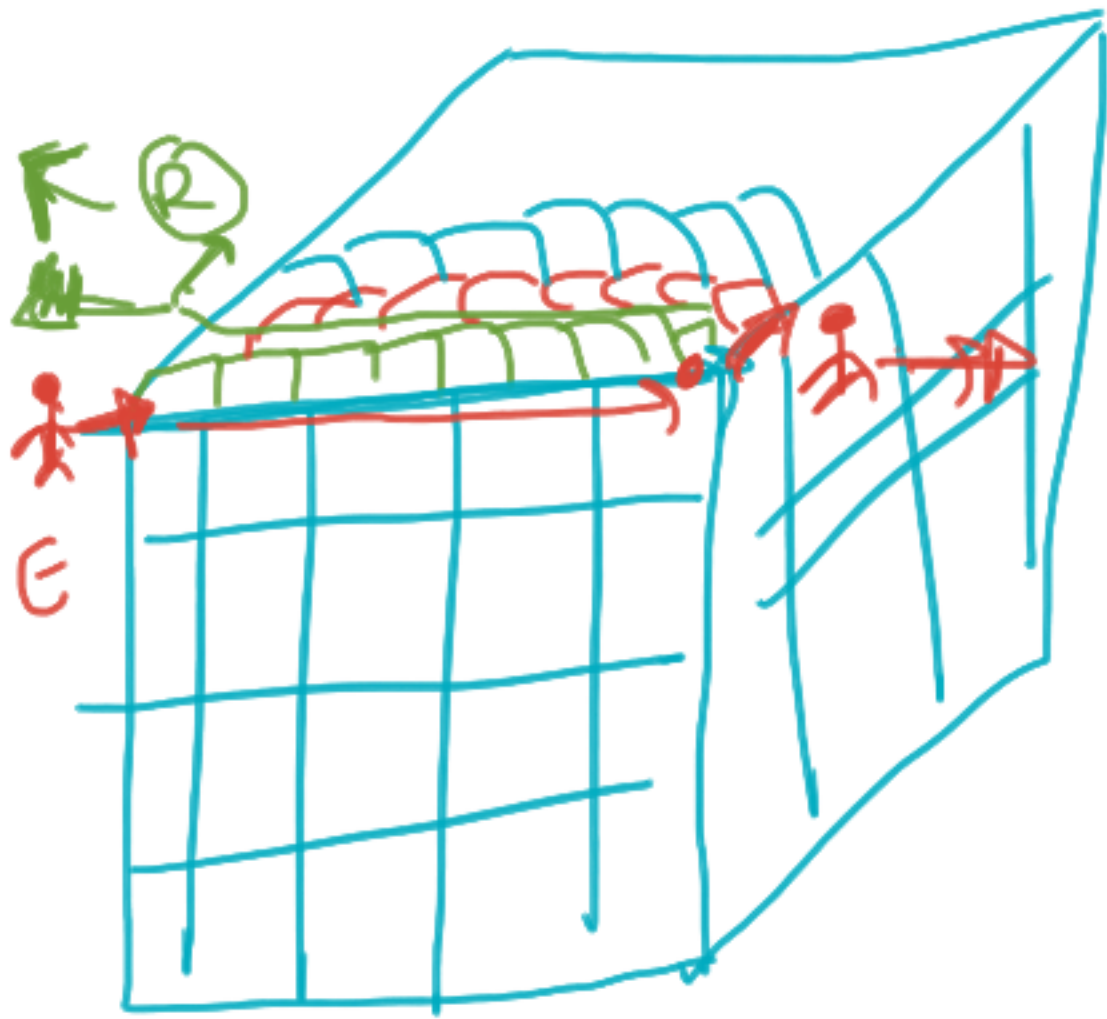
builder move forward

builder turn left

builder move up (1)



Animal House :-



(4) | 2

2) 4 | 2
4 | 0

builder.moveforward (10)

builder.move left 1)

builder.turnleft()

builder.turnleft ()

builder.moveforward (10)

move right

turn right

turn right

even

odd