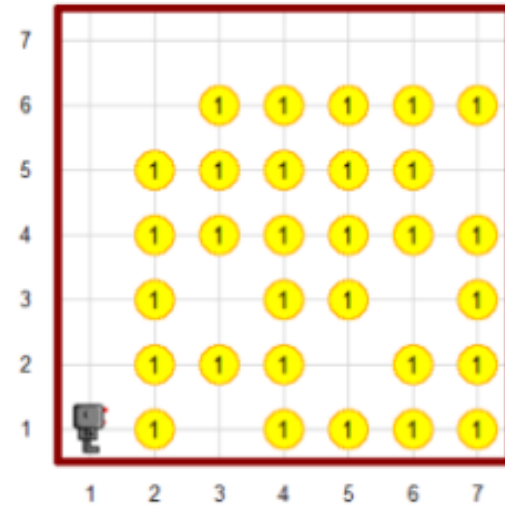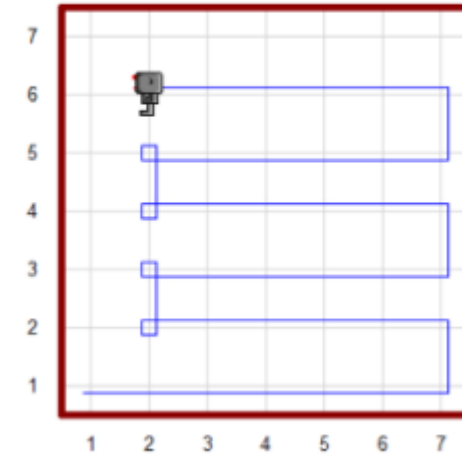# Task 1

Harvest More

Get your code from the task *Harvest Again (Lab 1)* and modify the code so that it works for the 'harvest3.wld' world.

Harvest all carrots(beepers) in the world.
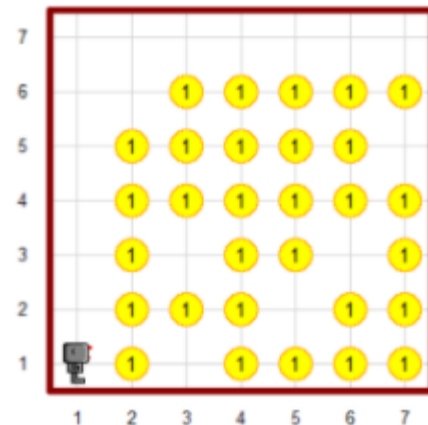
Before

After

Task 2

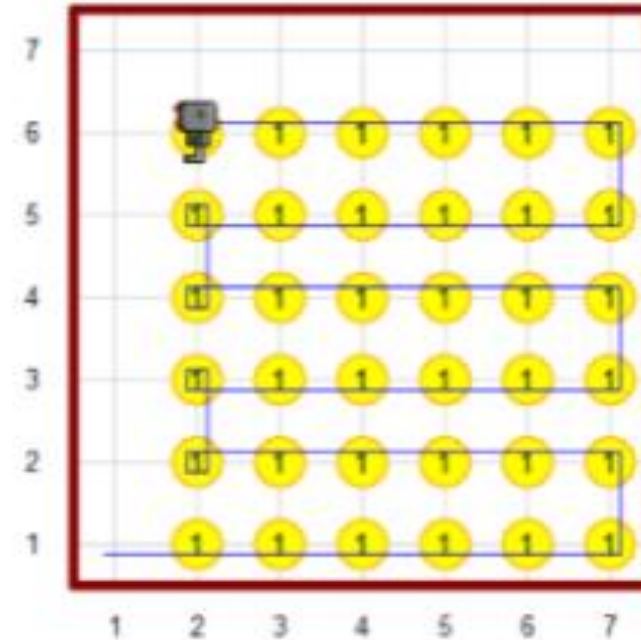Write a code that plants carrots(drops beepers) in the empty spots. See the *before-and-after* example below.

The world should look like 'harvest1.wld' after your code worked on the world.

Start with the 'harvest3.wld' file.

Before

After

Task 3

Smart Hurdles

First write a function `jump_one_hurdle()` that make your robot jumps over one hurdle.

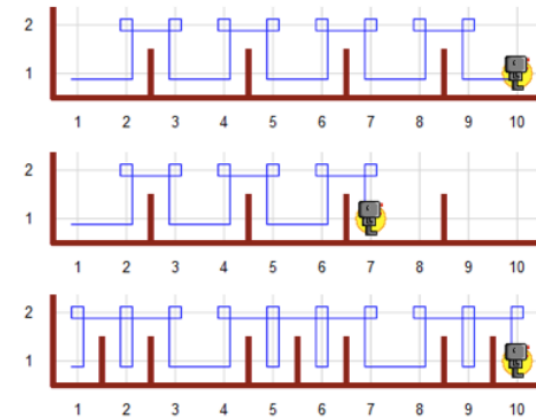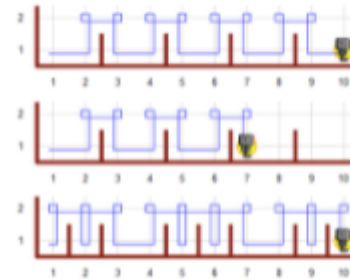Using the function you wrote, write a code that makes your robot:

- jumps over all hurdles it faces and
- stops when it steps on the beeper.

To make your robot jumps over random number of multiple hurdles, use a **while** loop instead of using a for loop of a fixed length.

Your code must work without change in runtime for any of the worlds below:

- 'hurdles1.wld'
- 'hurdles2.wld'
- 'hurdles3.wld'

Expected result

Task 4

Harvest Even More

Get your code from the task 'Harvest More'. Modify the code to make your robot harvest all carrots(beepers) from the world 'harvest4.wld'.

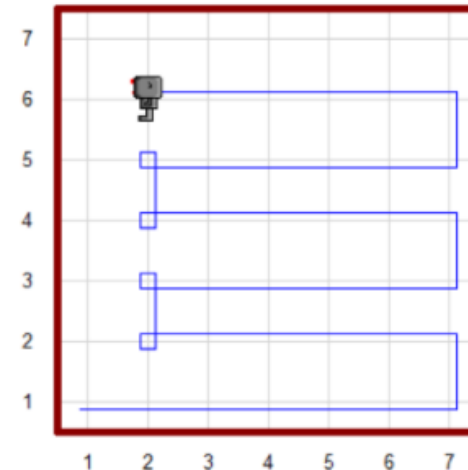Be aware there are spots where there are more than one carrots.

Your code must still work for the worlds from the tasks before, so the code must work for:

- 'harvest1.wld'
- 'harvest3.wld'
- 'harvest4.wld'

Before
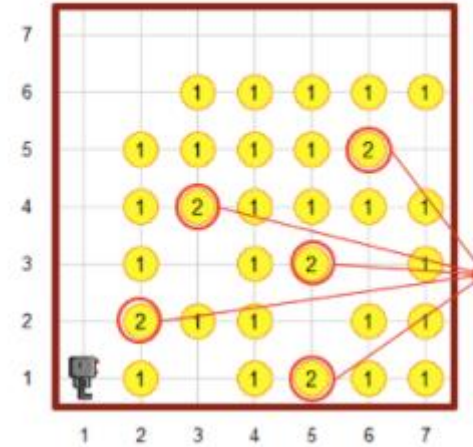
After

Task 5

Smart ZigZag

Rewrite your code for the task 'ZigZag' so that your robot can visit every single spot in a given empty world of random size.

Your code must work for all sizes of empty worlds, except a **1 × 1** world.

> If you're having trouble implementing it, try using keywords: `break` and `continue` inside a loop.
> However, it is possible to make it work without using those keywords