Lab Goal : This lab is to practice problem solving. You must determine when to turn, when to hop, when to pick, when to toss, and how many times. Furthermore, you must figure out to fit this in a loop.

Lab Description : Your Jeroo must navigate through the clutter of nets without bumping into any, tossing flowers to destroy all of them, and pick all the flowers scattered on the island, ending on the flower on the bottom right corner. In addition, this lab must completed with a loop, with the Jeroo checking if there’s a flower or net ahead every step and acting accordingly.

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| Starting Screen:  FProjectStart.png  Ending Screen:  FProjectEnd.png | ***Files needed: NetNavigation.jsc***  ***NetNavigation.jev***  **Algorithm Help**  **Methods:**  Check conditions, act accordingly, and put these together in a loop in the main method.   * checkWater() * checkNet() * checkFlower() * main method   **Analyze - What do I need to do?**  When should I toss? When do I pick? What should I do when I reach the end of the island? What kind of conditions are unique to the end condition so that you can end your loop? How will your commands act out within your loop?  **Pre-conditions:**   * Jeroo at (0,0) * Jeroo facing EAST * Jeroo has 145 flowers   **Post-conditions:**   * No flowers on the map * Jeroo is at (23,0) * Jeroo is facing WEST * Jeroo does not bump into any nets * All nets are destroyed * Jeroo does not fall into the water * Jeroo has 0 flowers |