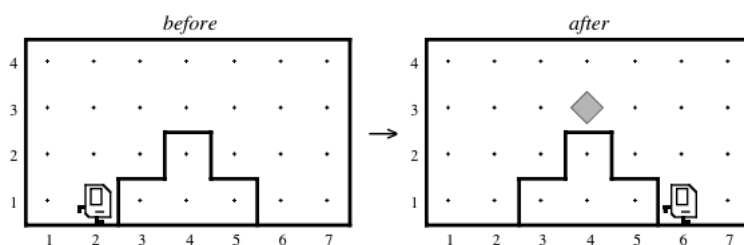


Mountain Karel

The problem is that of getting Karel to climb mountains. Like everything else in Karels world, the mountain is abstract and must be constructed from the available materials, specifically beepers and walls. The goal is to get Karel to climb a mountain marked out by walls, put down a beeper to serve as a flag, and then to climb back down the other side. This problem is illustrated in the following diagram:



At first, the goal is simply to solve the specific problem posed by this mountain. From there, however, the more interesting task is to generalize the problem so that Karel can climb larger mountains with the same stair-step structure, like this:

