

# Introduction to Programming with Java

Task: PaintX

Prerequisites: SuperKarel

## Description:

Karel is very much interested in geometry and wonders how to paint the diagonals of a square which looks like an X. Karel needs your help to point him in the correct directions.

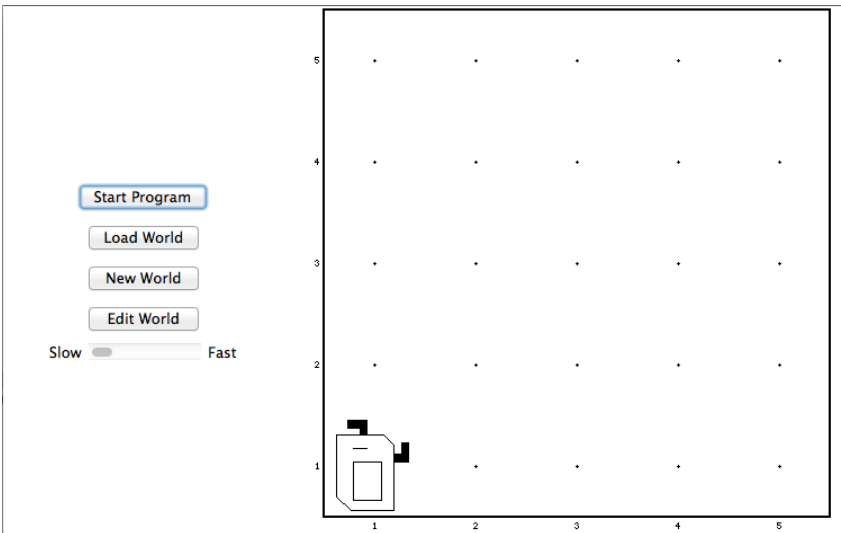
## Assumptions:

- Karel will always start at the origin(1,1) and might be facing towards any direction.
- World size can be  $(2k+1) \times (2k+1)$  where  $k > 0$ . So it can be 3x3, 11x11 etc.
- Karel must paint the X by choosing randomly from Red, Green, Blue colors for each corner. Karel should pick each color with equal probability. (So each color has approximately 0.33 probability)
- The final location and facing of Karel is not important.

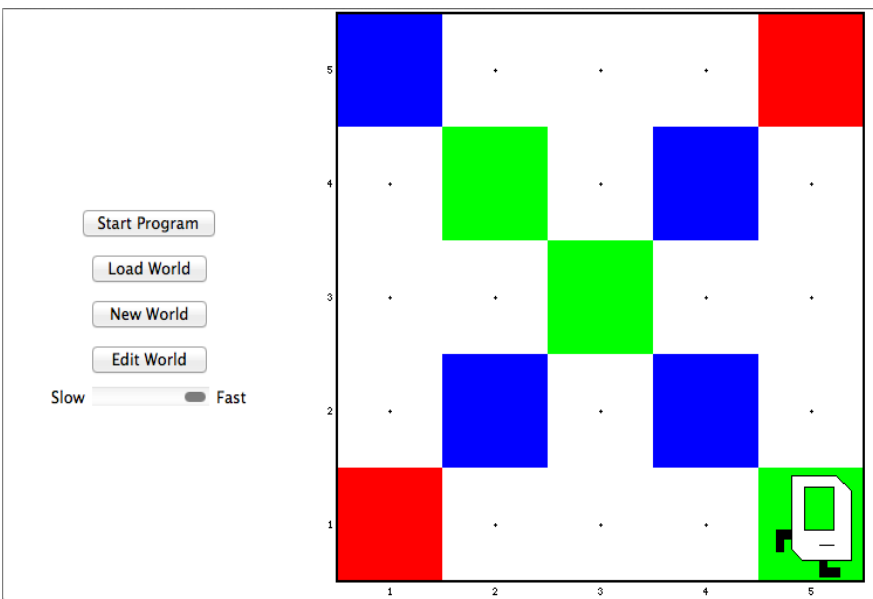
Hint: Use helper methods to decompose the problem into subtasks, wherever appropriate.

## Sample Run(1):

### Initial State:

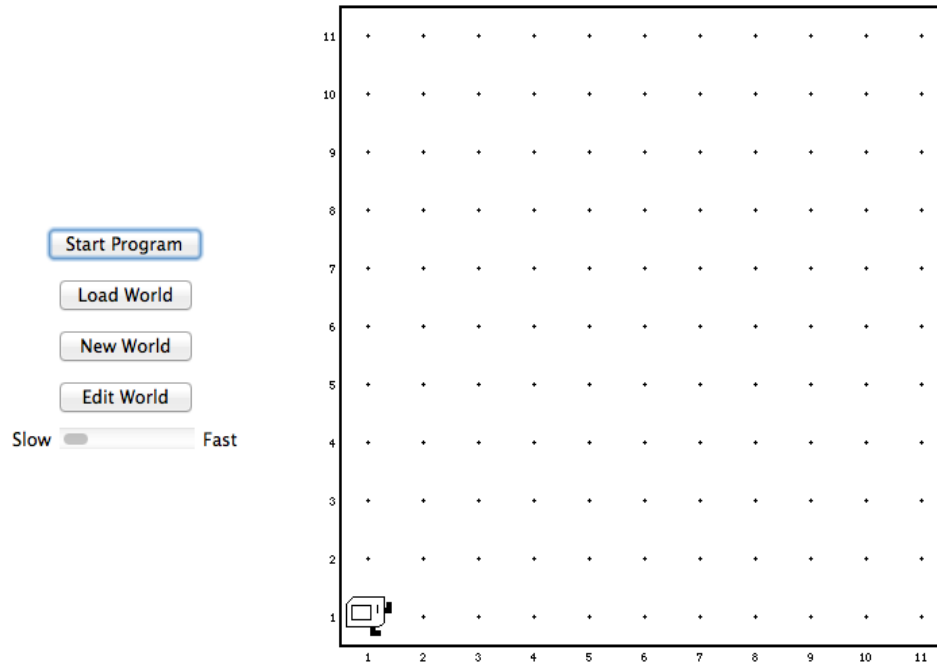


### Final State:



## Sample Run(2):

### Initial State:



### Final State:

