

Put And Move

Implement the method `putAndMove` that makes Karel put a beeper on the ground and move forward once. Then make a line of 4 beepers using it.

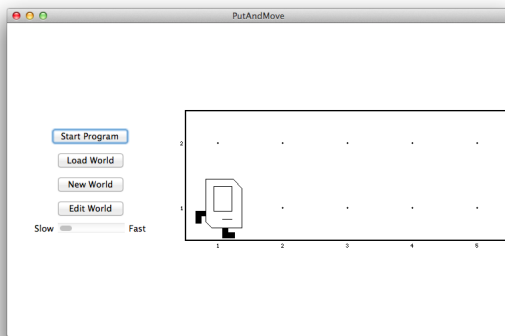


Figure 1: START

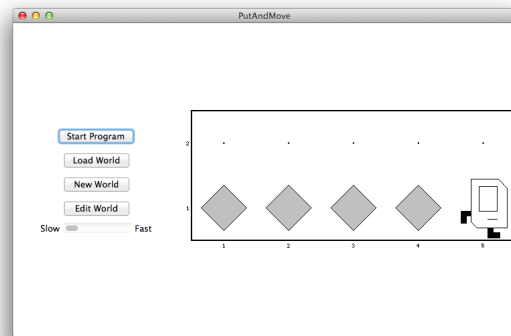


Figure 2: END