

```
def turn_right():
    turn_left()
    turn_left()
    turn_left()
while front_is_clear():
    move()
turn_left()
while not at_goal():
    if right_is_clear() :
        turn_right()
        move()

    elif front_is_clear():
        move()
    else:
        if right_is_clear():
            turn_right()
        else:
            turn_left()
```