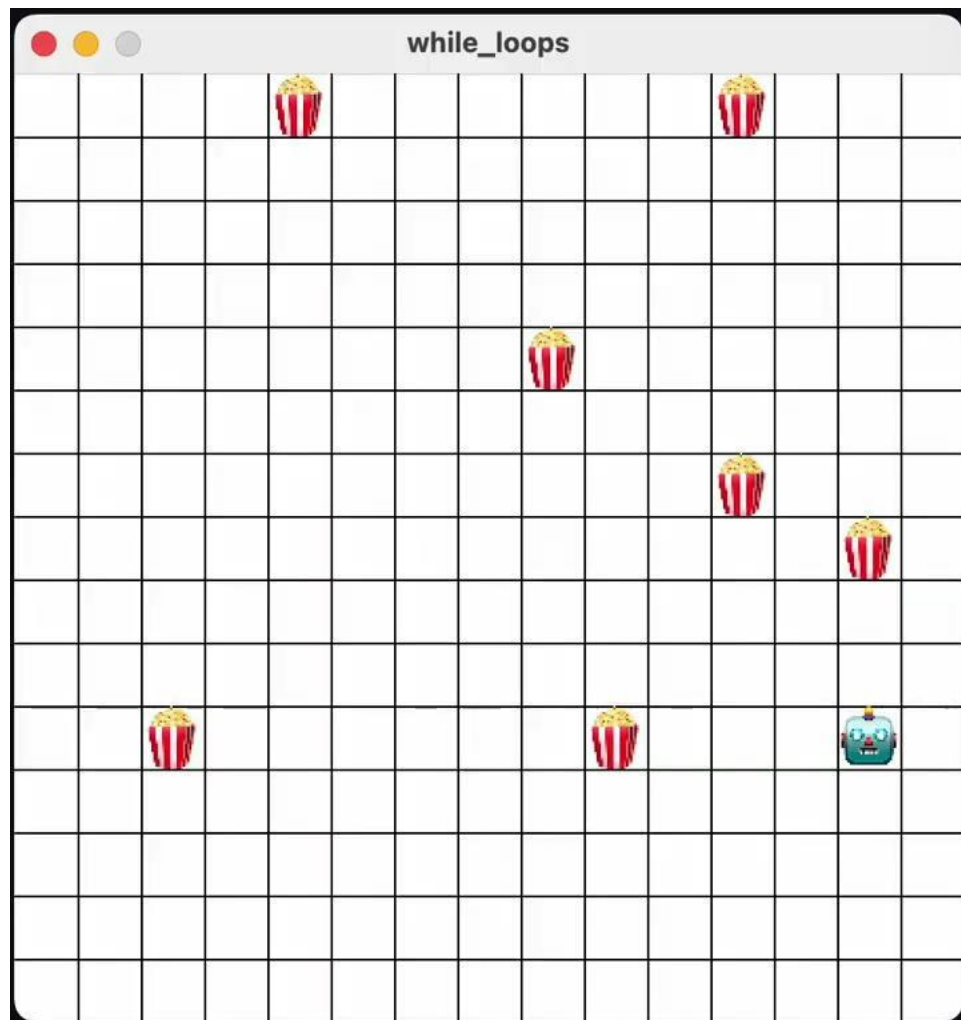


**While loops &
popcorn!**



Movement

```
robot.moveLeft(); // moves the robot one square to the left  
robot.moveRight(); // moves the robot one square to the right  
robot.moveUp(); // moves the robot one square upwards  
robot.moveDown(); // moves the robot one square down  
robot.canMoveUp(); // returns true or false  
robot.canMoveDown(); // returns true or false  
robot.canMoveLeft(); // returns true or false  
robot.canMoveRight(); // returns true or false
```

Control

```
robot.isOnTheSameXAxisAs(item); // returns true when on the same x-axis  
robot.isOnTheSameYAxisAs(item); // returns true when on the same y-axis  
robot.isTouching(item); // returns true when touching, otherwise, false  
robot.eat(item); // eat the item  
scanner.nearestPopcorn(); // returns the nearest Popcorn to robot
```