

Python Code

library

A↓A A↑A

```
1 def turn_right():
2     turn_left()
3     turn_left()
4     turn_left()
5 def hurdle():
6     move()
7     turn_left()
8     move()
9     turn_right()
10    move()
11    turn_right()
12    move()
13    turn_left()
14 number_of_hurdle = at_goal()
15 while number_of_hurdle == at_goal():
16     hurdle()
17     number_of_hurdle -= at_goal()
```

Reeborg's World

Hurdle 2 ✓

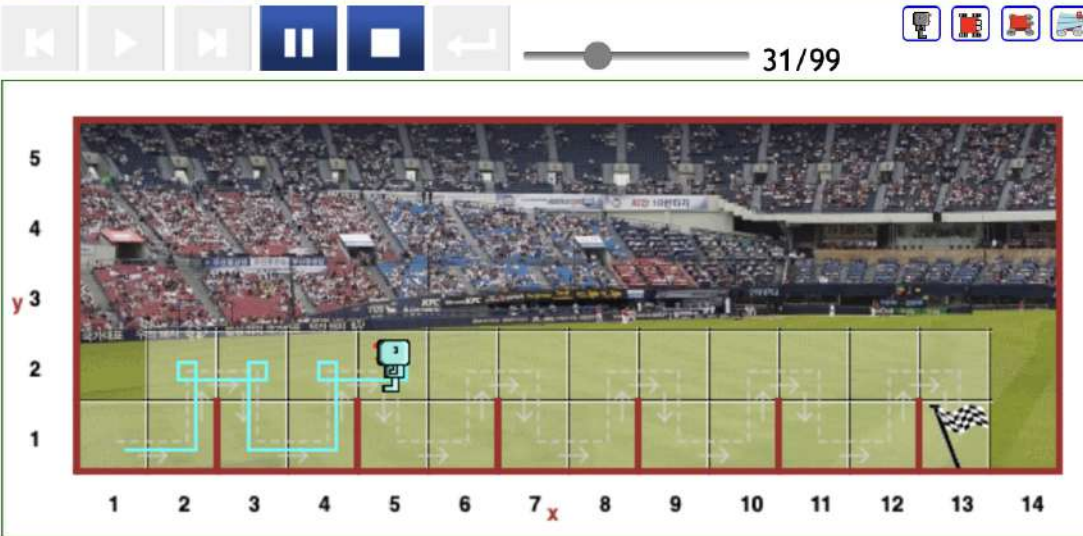
World Info

Python

Reeborg's keyboard

Additional options

English

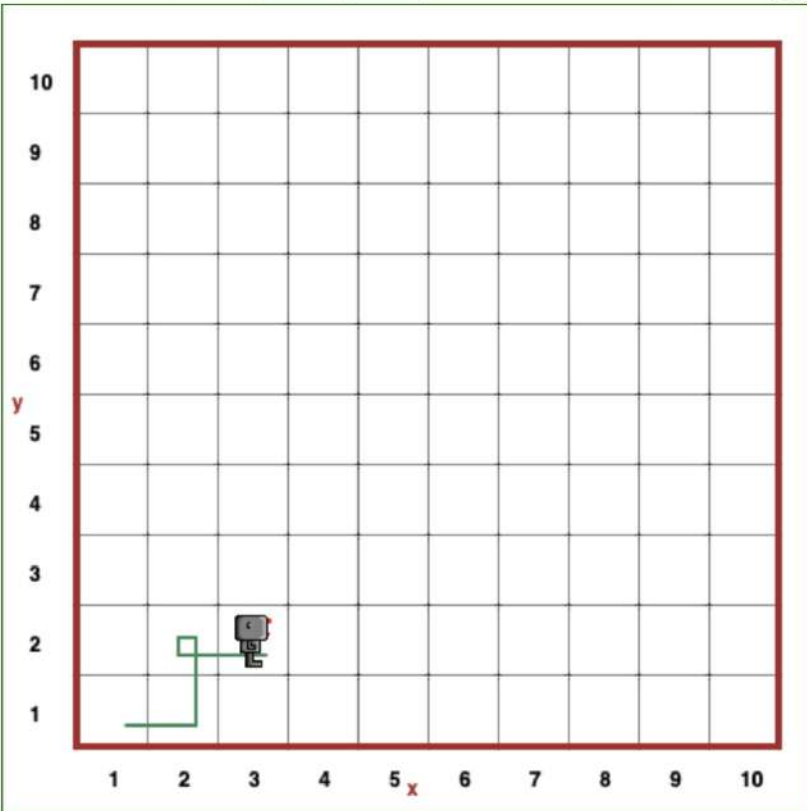


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3     turn_left()
4     turn_left()
5 def hurdle():
6     move()
7     turn_left()
8     move()
9     turn_right()
10    move()
11    turn_right()
12    move()
13    turn_left()
14 while not at_goal():
15     hurdle()
16
17
18
19
20
21
22
```



```
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10    move()
11    turn_right()
12    move()
13    turn_left()
14
15 hurdle()
16
17
18
19
20
21
22
```

Reeborg's World

Hurdle 1 ✓

World Info

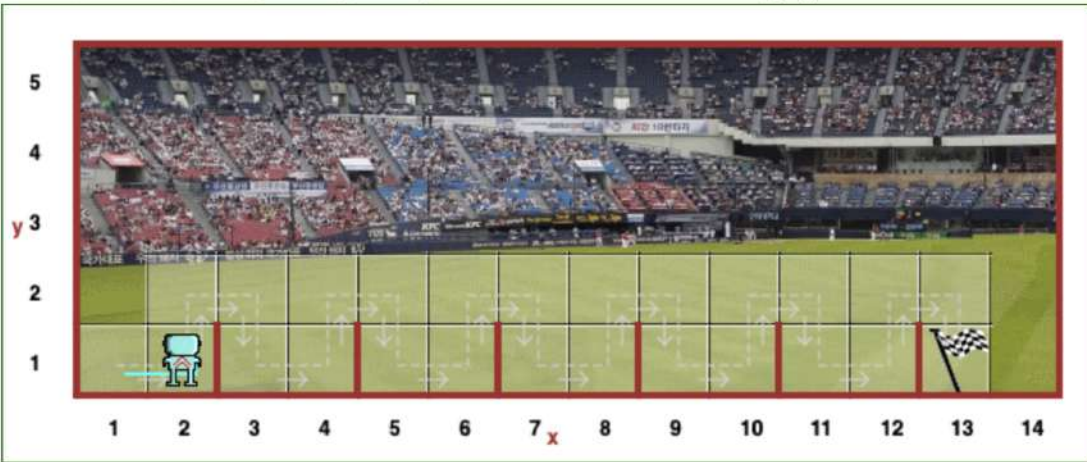
Python

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English

6/99



```
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2     turn_left()
3     turn_left()
4     turn_left()
5 def hurdle():
6     move()
7     turn_left()
8     move()
9     turn_right()
10    move()
11    turn_right()
12    move()
13    turn_left()
14 for step in range(6):
15     hurdle()
16
17
18
19
20
21
22
```




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Reeborg's World

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Hurdle 3

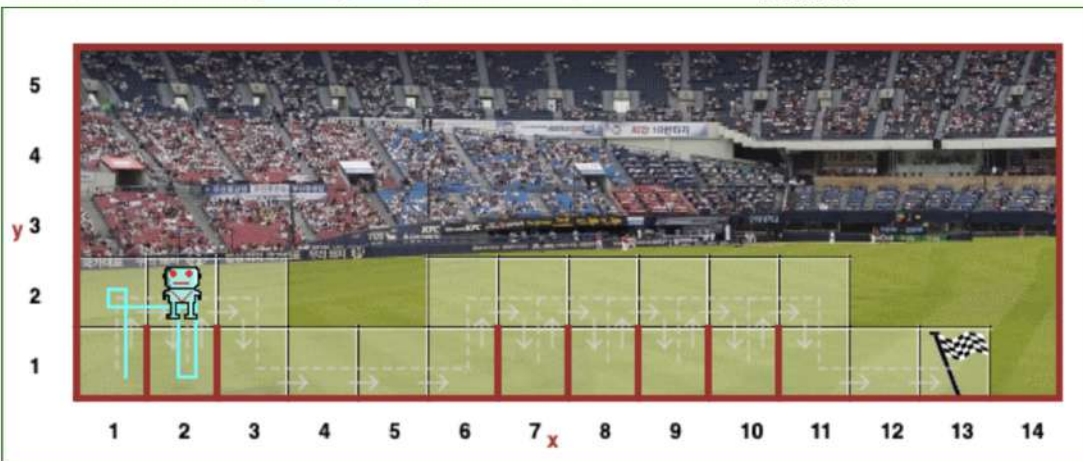
World Info

Python

Reeborg's keyboard

Additional options

English



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```
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2     turn_left()
3     turn_left()
4     turn_left()
5 def hurdle():
6     turn_left()
7     move()
8     turn_right()
9     move()
10    turn_right()
11    move()
12    turn_left()
13 while not at_goal():
14     if wall_in_front():
15         hurdle()
16     else:
17         move()
```



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Hurdle 4

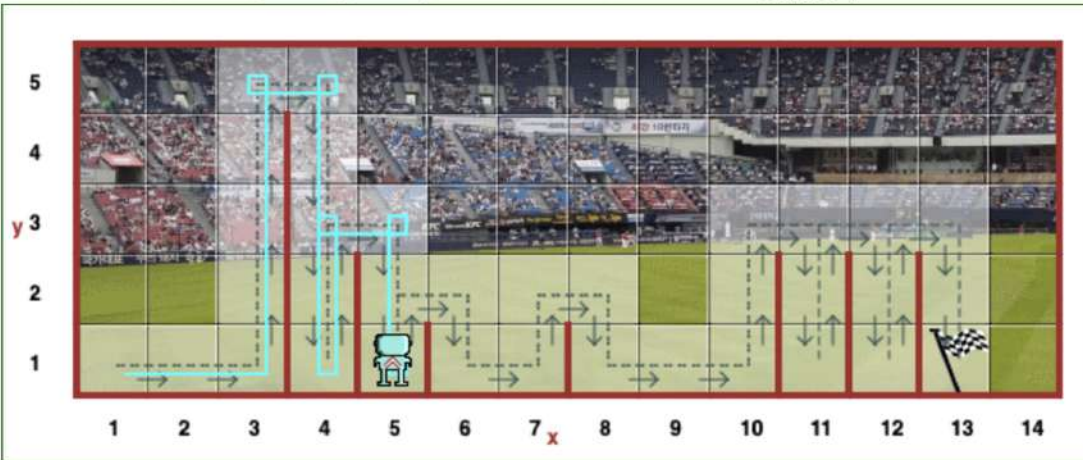
World Info

Python

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Additional options

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Python Code

library

A↓A

A↑A

```
1 def turn_right():
2     turn_left()
3     turn_left()
4     turn_left()
5 def hurdle():
6     turn_left()
7     while wall_on_right():
8         move()
9     turn_right()
10    move()
11    turn_right()
12    while front_is_clear():
13        move()
14    turn_left()
15 while not at_goal():
16     if wall_in_front():
17         hurdle()
18     else:
19         move()
20
21
22
```