Picobot Example

#   
# Program that moves the picobot to the right first  
# before tracing the perimeter of the room indefinitely.  
#

0 \*x\*\* -> E 0

# Notice below we don't move, but simply change state.  
# This ensures the picobot will still perform its task, even  
# if it starts against the north wall.  
0 \*E\*\* -> X 1

1 x\*\*\* -> N 1  
1 N\*\*\* -> W 2

2 \*\*x\* -> W 2  
2 \*\*W\* -> S 3

3 \*\*\*x -> S 3  
3 \*\*\*S -> E 0