## Example 1

0 JUMP\_IF\_NOT\_NEXT\_IS\_WALL

1 5

2 TURNRIGHT

3 TURNRIGHT

4 INFECT

5 HALT

## Example 2

0 JUMP\_IF\_NOT\_NEXT\_IS\_WALL

1 7

2 TURNRIGHT

3 TURNRIGHT

4 INFECT

5 JUMP

6 9

7 INFECT

8 MOVE

9 HALT

## Example 3

0 JUMP\_IF\_NOT\_NEXT\_IS\_NOT\_EMPTY

1 13

2 JUMP\_IF\_NOT\_NEXT\_IS\_WALL

3 9

4 TURNRIGHT

5 TURNRIGHT

6 INFECT

7 JUMP

8 11

9 INFECT

10 MOVE

11 JUMP

12 0

13 HALT

## Example 4

0 JUMP\_IF\_NOT\_TRUE

1 9

2 TURNRIGHT

3 TURNRIGHT

4 JUMP\_IF\_NOT\_NEXT\_IS\_ENEMY

5 7

6 INFECT

7 JUMP

8 0

9 HALT

## 2.