Note: The origin (0, 0) is at the top left, and the bottom right corner is (500, 500)

Global commands:

Command:	**Effect:**
generate_targets(number_of_targets)	Generates a close to equal number of shootable and treadable targets. The number of targets generated is number_of_targets.
generate_targets(number_of_targets, ratio)	Generates targets as the command above except creates shootable and treadable targets in a given ratio. This is given as a tuple (eg. (2, 3) which indicates 2 shootable targets for every 3 treadable targets). Both values must be at least 0, and at least one must be at least 1.
get_shootable_targets()	Returns a list of tuples representing the coordinates of every shootable target currently present in the game. The tuples are of the form (x, y).
get_treadable_targets()	The same as above, except for treadable targets.
terminate()	Exits the program

Robot Commands:

Note: These commands affect the robot itself, so they all have "robot." as a prefix

Command:	**Effect:**
robot.turn(angle_in_degrees)	Turns the robot *angle_in_degrees* degrees clockwise. This method takes time to execute and will allow further execution of the program only after the rotation is completed. This method can take all real numbers.

robot.move(distance)	Moves the robot *distance* units forward in the direction it is currently facing. Negative values will move it backwards. The robot will never move off the screen. This method takes time to execute and will allow further execution of the program only after the rotation is completed. This method can take all real numbers.
robot.get_location()	Returns the robot's location as a tuple in the form (x, y).
robot.get_bearing()	Returns the robot's bearing in degrees.
robot.shoot()	Causes the robot to shoot a projectile in the direction it is currently facing. This projectile can hit and destroy shootable targets. There is no limit to how many times this method can be called (no ammunition limit).
robot.turn_to(x, y)	Rotates the robot in the shortest direction to point in the direction of a certain coordinate (x, y).
robot.move_to(x, y)	Rotates and moves a robot to a certain coordinate (x, y). The robot will never move off the screen.