

# ENR145 Prelabs #2

Due: 1<sup>st</sup> of class in week 3 (aka Monday afternoon or Tuesday morning)

Start your journal in Stanford Code in Place:

<https://codeinplace.stanford.edu/public/studenthome#welcome>

- 1) Create an account to log in (use your google account will be fine):



- 2) And start Self-Guided lesson:

A screenshot of the Stanford Code in Place Self-Guided interface. The top navigation bar includes "Stanford Code In Place Self-Guided", "Course Home", and a "Home" button. The main content area features a "Welcome" banner with a colorful illustration of buildings and a blue progress bar. Below the banner is a list of lessons with green checkmarks: "Lesson: Welcome to Karel", "Warmup", "Karel's Home", "Jigsaw Karel", "Lesson: For Loops", "2025 Karel", "Piles", "Lesson: While Loops and If Statements", and "Beeper Path".

- If you have no coding experience, I recommend watching all the videos then try out the tasks and assignments.
- If you already have coding experience, go straight to each Karel assignment and try out the extra examples.

For example:

<https://codeinplace.stanford.edu/public/learn/for-loops/for-example-1>

If you click this.

```

1 """
2 This is an example of a program that uses a for loop
3 It places 5 beepers. If you change the value from 5
4 to something like 10, Karel will place a different
5 number of beepers
6 """
7
8 # This tells python who Karel is!
9 from karel.stanfordkarel import *
10
11 # this program executes in a special function called main

```

World

Lesson Outline

- Lesson Splash
- Learning Goals
- Karel Recap
- 6 min
- For Loops
- 8 min
- For Loop Example 1
- 1 min
- For Loop Example 2
- 1 min
- Complete

Textbook

For Loops

Extra Examples

- Place 10 beepers
- Move S
- Backflip
- Square

You now can try these.

- 3) The goal is to finish the first chapter of Karel (From Warm up to Beeper Path)