

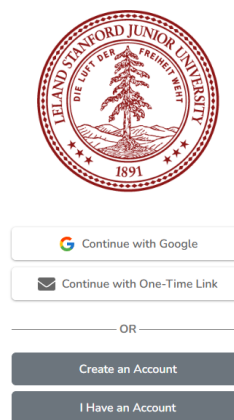
ENR355 Prelabs #1

Due: 1st of class in week 3 (aka Tuesday morning)

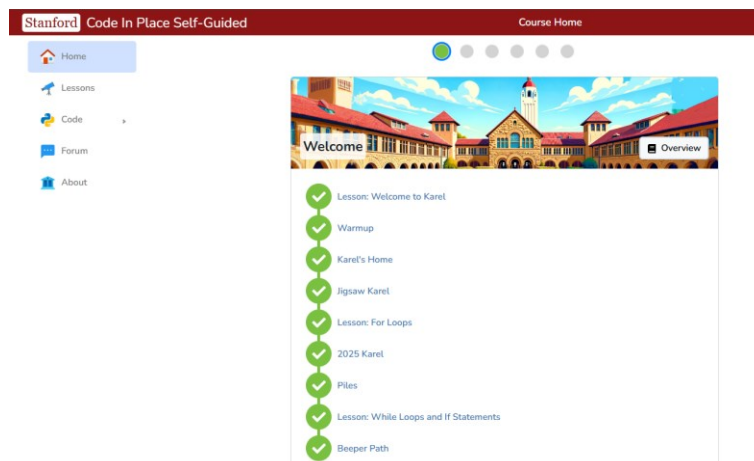
Start your journal in Stanford Code in Place:

<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:



- 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>

The screenshot shows the Karel programming environment interface. At the top, there's a header for 'Lesson 2. For Loops' with a menu icon (three horizontal lines) highlighted by a red box. Below the header, there's a 'Run' button and a 'Continue' button. The main content area is divided into two parts: 'Example Code' on the left and 'World' on the right. The 'Example Code' section contains a Python code snippet for Karel. The 'World' section shows a grid with a Karel robot and several beepers. A red arrow points from the text 'If you click this.' to the menu icon. Below the main content, there's a 'Lesson Outline' section on the left with a list of items: 'Lesson Splash', 'Learning Goals', 'Karel Recap', 'For Loops', 'For Loop Example 1', 'For Loop Example 2', and 'Complete'. The 'For Loop Example 1' item is selected. Below the 'Lesson Outline' is a 'Textbook' section with a list of 'Extra Examples': 'Place 10 beepers', 'Move 5', 'Backflip', and 'Square'. A red box highlights the 'Extra Examples' section, and a red arrow points from the text 'You now can try these.' to it.

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