

# ENR355 Prelabs #1

Due: 1<sup>st</sup> 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:

A screenshot of the Stanford Code In Place Self-Guided website. The top navigation bar includes 'Stanford Code In Place Self-Guided' and 'Course Home'. On the left, there's a sidebar with links for 'Home', 'Lessons', 'Code', 'Forum', and 'About'. The main content area features a 'Welcome' banner with a building illustration. Below it 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.

Example Code

```

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
- For Loops
- For Loop Example 1
- For Loop Example 2
- Complete

Textbook

For Loops

Extra Examples

- Place 10 beepers
- Move 5
- Backflip
- Square

You now can try these.

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