Checker Board

Write a method called putAndMoveOnce and putAndMoveTwice that makes Karel put a beeper on the ground and move once and twice, respectively. Use these methods to build a checker board pattern.
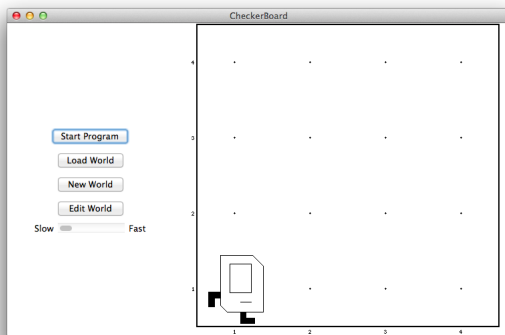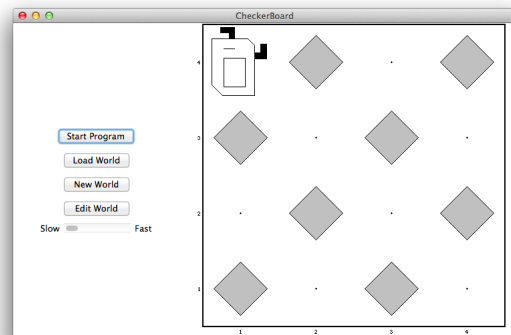
Figure 1: START

Figure 2: END