

```

# BEGIN Problem 3 and 4
ThrowerAnt_test = self.place
while ThrowerAnt_test.is_hive is False:
    if len(ThrowerAnt_test.bees) == 0:
        ThrowerAnt_test = ThrowerAnt_test.entrance
    else:
        return random_bee(ThrowerAnt_test.bees)
else:
    return None

```

另一个方法是这样

```

# BEGIN Problem 3 and 4
ThrowerAnt_test = self.place
while ThrowerAnt_test.entrance.is_hive is False:
    if len(ThrowerAnt_test.entrance.bees) == 0:
        ThrowerAnt_test.entrance = ThrowerAnt_test.entrance.entrance
    else:
        return random_bee(ThrowerAnt_test.entrance.bees)
else:
    return None

```

为什么第一个可以，而第二个不可以