

# Programming in Karel

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*slides courtesy of Eric Roberts*

*Once upon a time . . .*

# Rich Pattis and Karel the Robot

- Karel the Robot was developed by Rich Pattis in the 1970s when he was a graduate student at Stanford.
- In 1981, Pattis published *Karel the Robot: A Gentle Introduction to the Art of Programming*, which became a best-selling introductory text.
- Pattis chose the name *Karel* in honor of the Czech playwright Karel Čapek, who introduced the word *robot* in his 1921 play *R.U.R.*
- In 2006, Pattis received the annual award for Outstanding Contributions to Computer Science Education given by the ACM professional society.

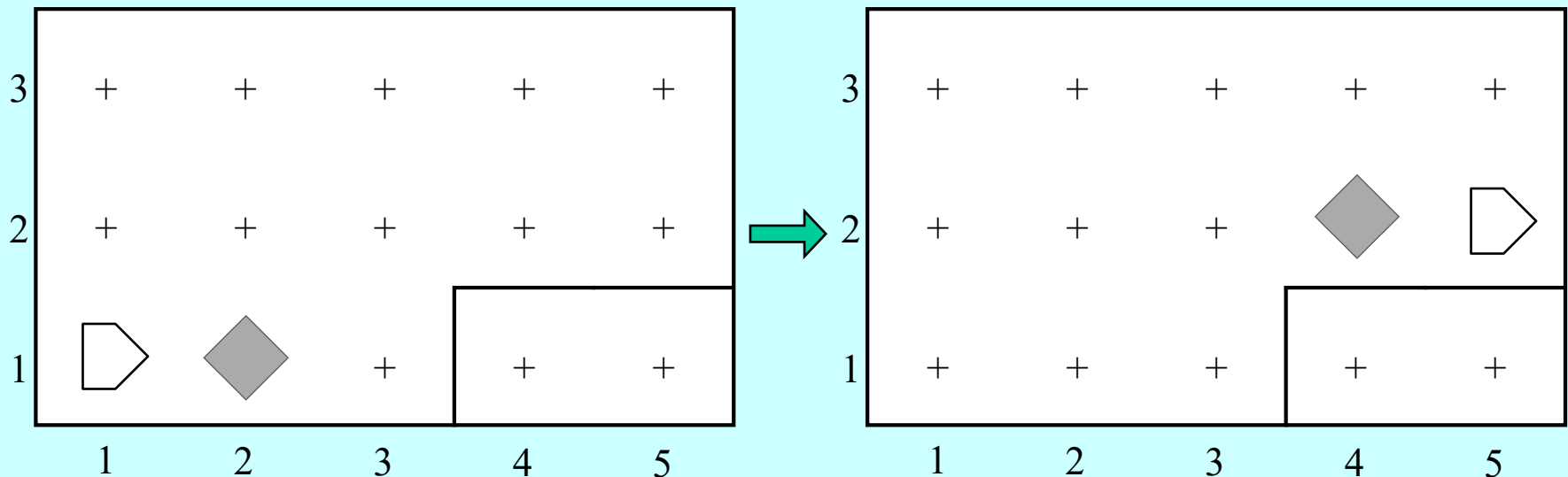


# Review: Primitive Karel Commands

- On Monday, you learned that Karel understands the following commands:

<code>move()</code>	Move forward one square
<code>turnLeft()</code>	Turn 90 degrees to the left
<code>pickBeeper()</code>	Pick up a beeper from the current square
<code>putBeeper()</code>	Put down a beeper on the current square

- At the end of class, we designed a Karel program to solve the following problem:



# The MoveBeeperToLedge Program

```
/*
 * File: MoveBeeperToLedge.k
 * -----
 * This program moves a beeper to a ledge.
 */

function moveBeeperToLedge() {
    move();
    pickBeeper();
    move();
    turnLeft();
    move();
    turnLeft();
    turnLeft();
    turnLeft();
    move();
    putBeeper();
    move();
}
```

# Syntactic Rules and Patterns

- The definition of `moveBeeperToLedge` on the preceding slide includes various symbols (such as curly braces, parentheses, and semicolons) and special keywords (such as `function`) whose meaning may not be immediately clear. These symbols and keywords are required by the *syntactic rules* of the Karel programming language, in much the same way that syntactic rules govern human languages.
- When you are learning a programming language, it is often wise to ignore the details of the language syntax and focus instead on learning a few general patterns. Karel programs, for example, fit a common pattern in that they define one or more functions that describe the steps Karel must perform in order to solve a particular problem.

# Defining New Functions

- In Karel—and in JavaScript as you will see beginning next week—a *function* is a sequence of statements that has been collected together and given a name. All functions in Karel have the following form:

```
function name() {  
    statements that implement the desired operation  
}
```

- The first function in a Karel program is the *main function*, which is called when you press the **Run** button at the bottom of the screen.
- Most Karel programs define additional *helper functions* that implement individual steps in the complete solution.

# The `turnRight` Function

- As a simple example, the following function definition allows Karel to turn right by executing three `turnLeft` operations:

```
function turnRight() {  
    turnLeft();  
    turnLeft();  
    turnLeft();  
}
```

- Once you have made this definition, you can use `turnRight` in your programs in exactly the same way you use `turnLeft`.
- In a sense, defining a new function is analogous to teaching Karel a new word. The name of the function becomes part of Karel's vocabulary and extends the set of operations the robot can perform.



# Helper Functions in a Program

```
function moveBeeperToLedge() {  
    move();  
    pickBeeper();  
    move();  
    turnLeft();  
    move();  
    turnRight();  
    move();  
    putBeeper();  
    move();  
}
```

```
/* Turns Karel right 90 degrees */
```

```
function turnRight() {  
    turnLeft();  
    turnLeft();  
    turnLeft();  
}
```

# Exercise: Defining functions

- Define a function `turnAround` that turns Karel around 180°.

```
function turnAround() {  
    turnLeft();  
    turnLeft();  
}
```

- The `turnRight` and `turnAround` functions are so important that they are included in a library called "`turns`".
- Define a function `backup` that moves Karel backward one square, leaving Karel facing in the same direction.

```
function backup() {  
    turnAround();  
    move();  
    turnAround();  
}
```

# Control Statements

- In addition to allowing you to define new functions, Karel also includes statement forms that allow you to change the order in which statements are executed. Such statements are called *control statements*.
- The control statements available in Karel are:
  - The **repeat** statement, which repeats a set of statements a predetermined number of times.
  - The **while** statement, which repeats a set of statements as long as some condition holds.
  - The **if** statement, which applies a conditional test to determine whether a set of statements should be executed at all.
  - The **if-else** statement, which uses a conditional test to choose between two possible actions.

# The **repeat** Statement

- In Karel, the **repeat** statement has the following form:

```
repeat (count) {  
    statements to be repeated  
}
```

- As with the other control statements, the **repeat** statement consists of two parts:
  - The *header line*, which specifies the number of repetitions
  - The *body*, which is the set of statements to be repeated
- The keyword **repeat** and the various punctuation marks appear in boldface, which means that they are part of the **repeat** statement pattern. The things you can change appear in italics: the number of repetitions and the statements in the body.

# Using the **repeat** Statement

- You can use **repeat** to redefine **turnRight** as follows:

```
function turnRight() {  
    repeat (3) {  
        turnLeft();  
    }  
}
```

- The following function creates a square of four beepers, leaving Karel in its original position:

```
function makeBeeperSquare() {  
    repeat (4) {  
        putBeeper();  
        move();  
        turnLeft();  
    }  
}
```

# Conditions in Karel

- Karel can test the following conditions:

<i>positive condition</i>	<i>negative condition</i>
<code>frontIsClear()</code>	<code>frontIsBlocked()</code>
<code>leftIsClear()</code>	<code>leftIsBlocked()</code>
<code>rightIsClear()</code>	<code>rightIsBlocked()</code>
<code>beepersPresent()</code>	<code>noBeepersPresent()</code>
<code>beepersInBag()</code>	<code>noBeepersInBag()</code>
<code>facingNorth()</code>	<code>notFacingNorth()</code>
<code>facingEast()</code>	<code>notFacingEast()</code>
<code>facingSouth()</code>	<code>notFacingSouth()</code>
<code>facingWest()</code>	<code>notFacingWest()</code>

# The **while** Statement

- The general form of the **while** statement looks like this:

```
while (condition) {  
    statements to be repeated  
}
```

- The simplest example of the **while** statement is the function **moveToWall**, which comes in handy in lots of programs:

```
function moveToWall() {  
    while (frontIsClear()) {  
        move();  
    }  
}
```

# The **if** and **if-else** Statements

- The **if** statement in Karel comes in two forms:
  - A simple **if** statement for situations in which you may or may not want to perform an action:

```
if (condition) {  
    statements to be executed if the condition is true  
}
```

- An **if-else** statement for situations in which you must choose between two different actions:

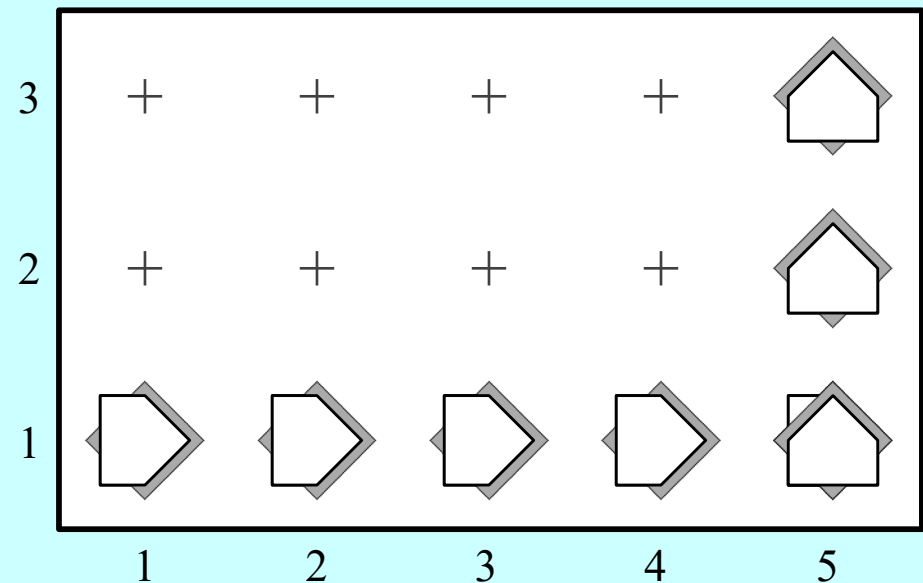
```
if (condition) {  
    statements to be executed if the condition is true  
} else {  
    statements to be executed if the condition is false  
}
```



# Exercise: Creating a Beeper Line

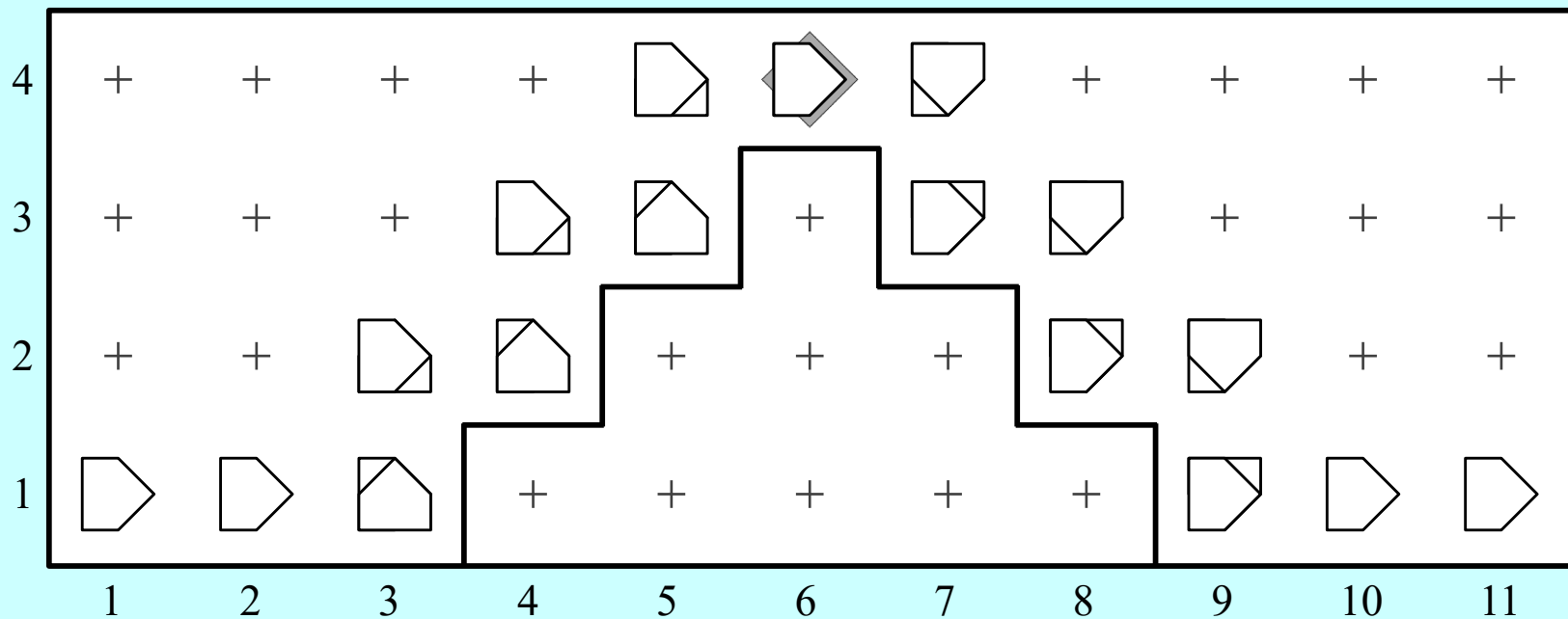
- Write a function `putBeeperLine` that adds one beeper to every intersection up to the next wall.
- Your function should operate correctly no matter how far Karel is from the wall or what direction Karel is facing.
- Consider, for example, the following function called `test`:

```
function test() {  
    putBeeperLine();  
    turnLeft();  
    putBeeperLine();  
}
```



# Climbing Mountains

- For the rest of today, we'll explore the use of functions and control statements in the context of teaching Karel to climb stair-step mountains that look something like this:



- The initial version will work only in this world, but later examples will be able to climb mountains of any height.

The End