

My Solution on Assignment 1 - Problem 2

This is my Solution of Assignment 1 - Problem 2 from the [Computer Science Course CS106A](#) of Prof. [Mehran Sahami](#) at the [STANFORD University](#).

[StoneMasonKarel.java](#)

```
/*
 * File: StoneMasonKarel.java
 * -----
 * The StoneMasonKarel subclass as it appears here does nothing.
 * When you finish writing it, it should solve the "repair the quad"
 * problem from Assignment 1. In addition to editing the program,
 * you should be sure to edit this comment so that it no longer
 * indicates that the program does nothing.
 */

import stanford.karel.*;

public class StoneMasonKarel extends SuperKarel {

    public void run() {
        // 1st column is always at starting point
        while( frontIsClear() ) {
            repairColumn();
            walkNext();
        }
        repairColumn();
    }

    private void repairColumn() {
        /* Climbs a Column and fixes it. Falls back down when done.
         * facing EAST again.
         */

        turnLeft();
        while( frontIsClear() ) {
            if( noBeepersPresent() ) {
                putBeeper();
            }
            move();
        }
        // Front is now blocked (top on column), drop another beeper if
        // needed.
        if( noBeepersPresent() ) {
            putBeeper();
        }
        turnAround();
        moveToWall();
    }
}
```

```
        turnLeft();
    }

    private void moveToWall() {
        // Moves Karel all the way straight forward until aproaching a
wall
        while( frontIsClear() ) {
            move();
        }
    }

    private void walkNext() {
        /* walks 4 steps forward
        */
        for( int x=0; x < 4 ; x++ ) {
            move();
        }
    }
}
```

— [Axel Werner](#) 2011-02-05 17:40

[java](#), [karel](#), [stanford](#), [university](#), [cs106](#), [computer](#), [science](#), [learning](#), [programming](#)

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