

Karel

<u>Base Karel Commands</u> move() turn_left() put_beeper() pick_beeper()	<u>If Statements</u> if <u>condition</u> : code to execute if condition is true if <u>condition</u> : code to execute if condition is true else: code to execute if condition is false
<u>Function Declaration</u> def my_function(): # Function contents here	<u>Karel Program Structure</u> # other helper functions you define def main(): # code to execute
<u>Conditions</u> front_is_clear() front_is_blocked() beepers_present() no_beepers_present() beepers_in_bag() no_beepers_in_bag() left_is_clear() left_is_blocked() right_is_clear() right_is_blocked() facing_north() not_facing_north() facing_south() not_facing_south() facing_east() not_facing_east() facing_west() not_facing_west()	<u>Loops</u> for i in range(num_iterations): # code to execute in loop while condition: # code to execute in loop

Common Python Functions

```
# prompts the user and returns the user-supplied text
user_input = input("prompt")
```

```
# prints the text to the console
print("Hello, World!")
```

```
# data-type conversion functions
# int(val), float(val), str(val)
```

Common List Functions

adds a value to the end of a list

```
lst.append(value)
```

removes and returns value at index, or at end if no index given

```
lst.pop(index)
```

checks if a value is in a list

```
if val in lst:
```

```
    # body of if statement
```

access a value at a given index

```
val = lst[index]
```

Common String Functions

concatenates two strings together, and returns a new string

```
s = "CS" + "106A"
```

accesses the character at a given index

```
char = s[index]
```

checks if a substring is within a string

```
if "Hello" in s:
```

```
    # body of if statement
```

tokenizes the string into its space-separated components

```
tokens = s.split()
```