Assignment 1

Part 1:
- A Robot foo is placed into an empty world starting at 1,1 facing North with 7 beepers in his bag.
- Your task is to make foo draw the letter “H” by placing beepers into the world as shown in the diagram.
- Karel must end up back at 1,1 facing North – making sure to turn himself off when he’s done.
- This must be done as efficiently as possible.

Here are the beginning lines of code to get you started:

```java
import kareltherobot.*;
public class Hbot
{
   public static void main(String[] args)
   {
      World.setVisible(true);
      UrRobot foo = new UrRobot(1,1, Directions.North, 7);
   }
```

Part 2:
Use three robots to do the work more efficiently.

To create new, different robots, you’ll have to give each one a different name. For part 2 it does not matter where the robots start or finish; however the H should be visible when the program finishes.

*Hint:* robots have a method called `setVisible()` which toggles their visibility.

*Example:* given a UrRobot bob, `bob.setVisible(false)` makes bob invisible. Try it!