Problem:

- A Robot foo is placed into an empty world starting at 1,1 facing North with some beepers in his bag (let’s say 7).
- 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.

The beginning lines of code are given for you below.

```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 II:

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 II 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!