Lab 4 ::
DiamondHarvester

Karel has encountered a situation that is not too different from the original harvesting task, but it will require a new program. The figure shows a field of beepers “planted” in a different fashion. (The world file can be downloaded from the web site.) Write a new Robot class called DiamondHarvester that harvests all these beepers. You have the following constraints:
- You may only use one robot to complete the task.
- The robot may start and end anywhere you like (recommendation: start at street 1, avenue 6).

Turning it in:
Consult the website for the due date and where/how to turn it in.

Grading:
I will be focusing primarily on two things for this assignment:

1.) Your choice of methods to support your “harvesting” strategy. This includes the clarity of the code in those methods and a demonstrated comfort with making high-level methods.

2.) The cleanliness of your code; primarily, proper indentation and good use of white space. Remember that your code should be easy to read.

3.) We have not really discussed comments thus far, so I won’t be too picky about them on this assignment, but you should get in the practice of using them. A good place to start is to write a comment above each method explaining what each method does. What a method does may seem obvious to you, but it’s not for someone seeing your code for the first time. Try to give a comment that explains your method within the context of what the robot is designed to do.