Lab 3:: HarvesterBot

Problem: The figure below shows a “field” of beepers that are ready to be harvested. Your task is to program Karel to “harvest” the beepers.

Rules and constraints:
- Karel **must start** in the initial situation shown in the diagram.
- Karel **must end** at Street 7, Avenue 2 facing West.
- Only one robot may perform this task (for now).
- The “fields” that karel will be asked to harvest will always be 6 avenues wide, but may be any number of rows (streets) high.

Steps to take:
1. Devise a strategy to solve the problem – probably by defining a new type of robot.
2. Use step-wise refinement to think about the methods you’ll need: start by thinking big, and then breaking down tasks into smaller parts.