Lab 6.2 :: 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.

Write a new Robot class called DiamondHarvester that harvests all these beepers. You have the following constraints:

- Your robot must start at street 1 avenue 6 facing North.
- It does not matter where it finishes.
- You may only use one robot to complete the task.

You should write the code for your Diamond Harvester in the same project as your original HarvesterBot (Lab 4.1).

Things to think about:
You should focus 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, 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.