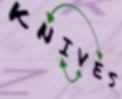
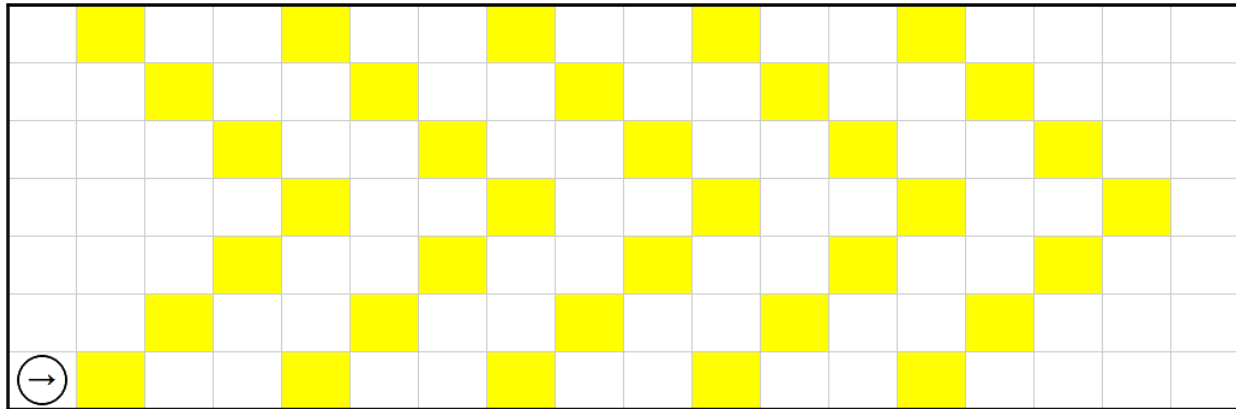


# Kevin's Puzzle of the Week

## Programming



At their heart, programming languages are just simple instructions to follow.



### MAIN PROGRAM:

```

Walk forward
Turn 90° left
WHILE tile has not been visited before
    SUBROUTINE A
Turn 180°
REPEAT 15 times
    SUBROUTINE A
Turn 90° left
REPEAT 5 times
    SUBROUTINE B
    Turn 90° left
    SUBROUTINE B
REPEAT 3 times
    SUBROUTINE A
Turn 180°
SUBROUTINE B
REPEAT 6 times
    SUBROUTINE C
Turn 180°
SUBROUTINE B
REPEAT 9 times
    SUBROUTINE C
SUBROUTINE B
Turn 90° left
    
```

### MAIN PROGRAM (cont.):

```

SUBROUTINE B
Turn 180°
WHILE tile has been visited before
    SUBROUTINE A
REPEAT 2 times
    Walk forward
WHILE tile has not been visited before
    SUBROUTINE A
WHILE puzzle is unsolved
    SUBROUTINE C
    
```

### SUBROUTINE A:

```

Walk forward
IF tile is yellow
    Turn 90° right
    
```

### SUBROUTINE B:

```

Turn 90° right
Jump 3 tiles forward
    
```

### SUBROUTINE C:

```

Walk forward
IF next tile does not exist
    Turn 180°
    
```