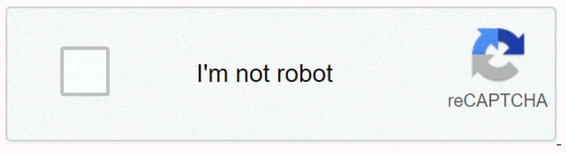
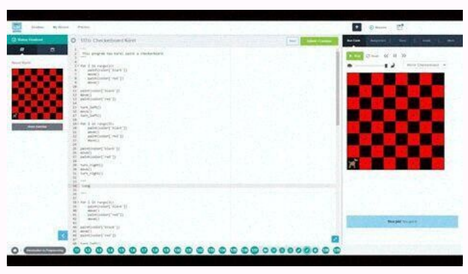


I am not robot!

Karel 1.14.4. Karel 1.4.4. Codehs 3.1.4 answers.

You may not find the most efficient solutions here, but I assure you, they work. Note that these answers are specifically for the Video Game Design course in JavaScript (Unit 1: Video Game Design).
Solutions for exercises include: * Your First Karel Program * Short Stack * Make a Tower * Pyramid of Karel * Slide Karel * Fireman Karel * Pancakes * Mario Karel * Pancakes with Start * The Two Towers * The Two Towers + Comments * The Two Towers + SuperKarel * Take 'em All * Dizzy Karel * For Loop Square * Lots of Hurdles * Is There a Ball? * Right Side Up * Follow The Yellow Ball Road * Lay Row of Tennis Balls * Big Tower * Random Hurdles If you're looking for solutions to the "JavaScript and Graphics" portion of this course (Unit 2: Video Game Design), head to the Repositories tab on my profile. Hurdles: More Karel Examples and Testing for Understanding * Example 1.13.2: Which Control Structure? * Example 1.13.3: Move Tennis Ball Stack * Exercise 1.14.4: Climbing Karel * Exercise 1.14.3: Staircase * Quiz 1.14.4: Staircase Unit Hurdles: Programming with Karel Quiz Challenge * Challenge 2.1.3: Racing Karel * Challenge 2.1.4: Racing Karel * Challenge 2.1.5: Tower Builder * Challenge 2.1.6: Tower Builder * Challenge 2.1.7: Super Cleanup Karel * Challenge 2.1.8: Double Tennis Balls * Badge 2.1.10: Double Tennis Balls Hurdles: Karel Challenges * Challenge 3.1.1: Functions Practice: Karel for Karel * Challenge 3.1.2: Functions Practice: Karel Plants A Tree * Challenge 3.1.3: Functions Practice: X Marks the Spot * Challenge 3.1.4: While Loop Practice: Blackout * Challenge 3.1.5: While Loop Practice: Move To Top * Challenge 3.1.6: Functions and While Loop Practice: Opposite Corner * Challenge 3.1.7: While Loop Practice: Checkered Row * Challenge 3.1.8: For Loop Practice: Tall Hurdles * Challenge 3.1.9: Functions and While Loop Practice: Row and Back * Challenge 3.1.10: Functions and For Loop Practice: Opposite Squares Hurdles: Stairway To Heaven Badge Exercise * Exercise 3.1.13: For Loop Square * Challenge 4.1.1: Midpoint Karel * Challenge 4.1.2: Target Karel * Challenge 4.1.3: The Winding Yellow Road * Challenge 4.1.4: Super Random Hurdles * Challenge 4.1.7: Fibonacci Karel * Challenge 4.1.8: Comparison Karel * Badge 4.1.10: Sorting Karel Hurdles: Karel Puzzles Badge Exercise * Exercise 5.1.1: Your First Karel Program * Exercise 5.1.2: Your First Karel Program * Exercise 5.1.3: Your First Karel Program * Exercise 5.1.4: Short Stack * Exercise 5.1.5: Short Stack Hurdles: Make a Tower Exercise * Exercise 5.2.1: Make a Tower * Exercise 5.2.2: Make a Tower * Exercise 5.2.3: Pyramid of Karel * Exercise 5.2.4: Pyramid of Karel Hurdles: Slide Karel Exercise * Exercise 5.3.1: Slide Karel * Exercise 5.3.2: Slide Karel * Exercise 5.3.3: Fireman Karel * Exercise 5.3.4: Fireman Karel Hurdles: Mario Karel Exercise * Exercise 5.4.3: Mario Karel * Exercise 5.4.4: Mario Karel Hurdles: Pancakes with Start Exercise * Exercise 5.5.1: Pancakes with Start * Exercise 5.5.2: Pancakes with Start Hurdles: The Two Towers Exercise * Exercise 5.6.1: The Two Towers * Exercise 5.6.2: The Two Towers Hurdles: The Two Towers + SuperKarel Exercise * Exercise 5.7.1: The Two Towers + SuperKarel * Exercise 5.7.2: The Two Towers + SuperKarel Hurdles: Take 'em All Exercise * Exercise 5.8.1: Take 'em All * Exercise 5.8.2: Take 'em All Hurdles: Dizzy Karel Exercise * Exercise 5.8.3: Dizzy Karel * Exercise 5.8.4: Dizzy Karel Hurdles: Ball in Each Corner Exercise * Exercise 5.9.1: Ball in Each Corner



* Right Side Up * Follow The Yellow Ball Road * Lay Row of Tennis Balls * Big Tower * Random Hurdles If you're looking for solutions to the "JavaScript and Graphics" portion of this course (Unit 2: Video Game Design), head to the Repositories tab on my profile.
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