

INTRO TO PROGRAMMING IN A NUTSELL

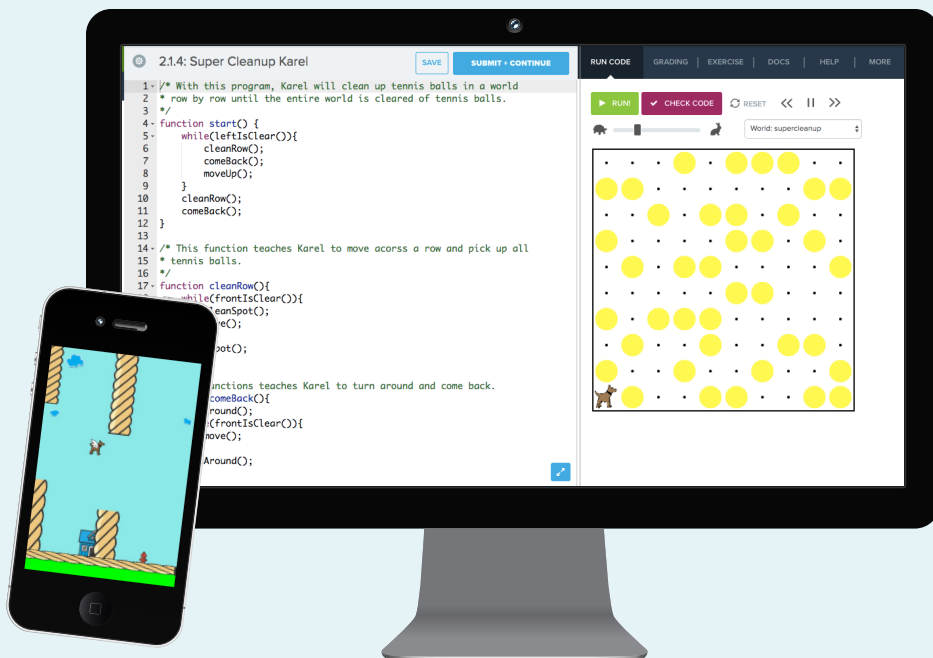
WHAT IS PROGRAMMING?

Programming is the process of giving instructions to a computer. Giving a list of instructions to the computer is similar to the way you can give commands to a dog.

WHO IS KAREL THE DOG?



Karel is a dog that lives in a grid world. Karel can move around the grid world and put down and take tennis balls, and we can use Karel to solve different problems and explore the basics of programming. Karel understands a few basic commands that you can use when writing your programs.







Start programming with Karel the Dog today!

Try our hour-long Programming with Karel the Dog tutorial at codehs.com/hoc.

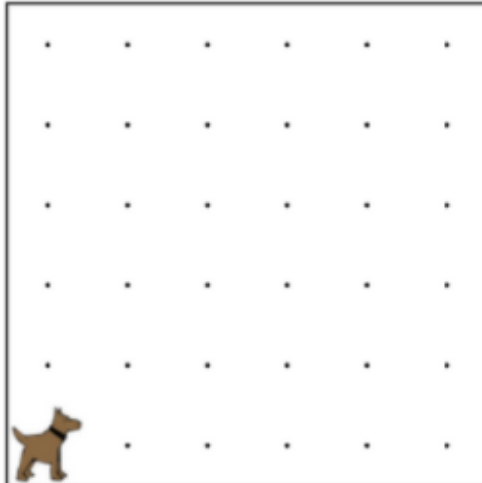
KAREL COMMANDS

Karel can move around the grid world and put down and take tennis balls. In order to get Karel to do something, you need to give Karel a command. A command is an instruction for an action that Karel can do.

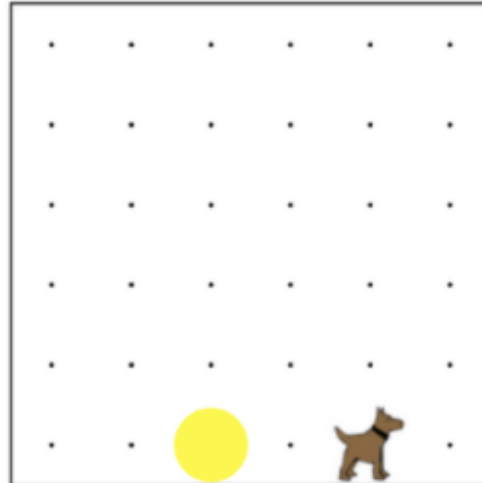
Karel knows four commands:

-  **move();**
-  **putBall();**
-  **takeBall();**
-  **turnLeft();**

These are the only four words that Karel understands until we teach him more, just like training a dog in real life!



Starting World



Ending World

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