

# Karel Reference Card

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## Karel command methods:

```
move();
turnLeft();
putBeeper();
pickBeeper();
```

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## Karel program structure:

```
/*
 * Comments
 */
import stanford.karel.*;

public class name extends Karel {
    public void run() {
        statements
    }

    /* definitions of private methods */
    public void methodName() {
        statements
    }
}
```

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## Karel conditional methods:

frontIsClear()	frontIsBlocked()
leftIsClear()	leftIsBlocked()
rightIsClear()	rightIsBlocked()
beepersPresent()	noBeepersPresent()
beepersInBag()	noBeepersInBag()
facingNorth()	notFacingNorth()
facingEast()	notFacingEast()
facingSouth()	notFacingSouth()
facingWest()	notFacingWest()

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## Permitted conditional statements:

```
if (condition) {
    statements executed if condition is true
}

if (condition) {
    statements executed if condition is true
} else {
    statements executed if condition is false
}
```

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## Permitted iterative statements:

```
for (int a = 0; a < count; a++) {
    statements to be repeated
}

while (condition) {
    statements to be repeated
}
```

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## Permitted private method definition:

```
private void name() {
    statements
}
```

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## In general:

- ➡ Everything must be done with the set of methods and statements given in this reference.
- ➡ NO variable declarations allowed.
- ➡ NO parameter passing and NO return values.