# Karel Reference Card

**Karel command methods:**

```
moveForward();
turnLeft();
turnAround();
turnRight();
pickBeeper();
dropBeeper();
```

**Karel method structure:**

```
void methodName {
      // your code goes here

}
```

**Karel conditional methods:**

```
onBeeper()        beeperAhead()
leftIsClear()     frontIsClear()
rightIsClear()
```

**Karel conditional operators:**

`!` means NOT
`&&` means AND
`||` means inclusive OR

**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
}
```

**Permitted iterative statements:**

```
repeat (n) {
      statements to be repeated n times
}
```

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

**In general:**

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