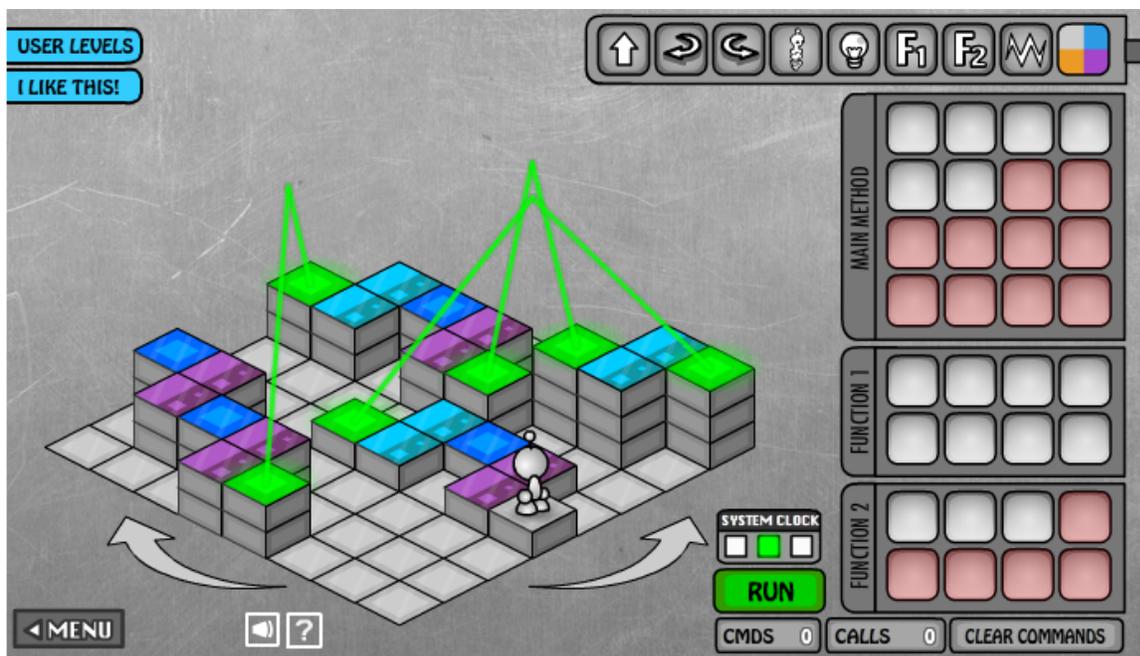


Programming Assignment 1 (due Wednesday – July 3, 2013)

We recommend that you either use the machines in the [Gates-Hillman Clusters](#) or [remotely access unix.andrew.cmu.edu](#) to do your assignments for this semester. If, however, you use programs installed on your own machine to do the assignments, please, be aware that the default text editor of your operating system may not produce the appropriate kind of files for grading purposes. In particular, the TextEdit utility on MacOS does not produce plain text files by default. You will probably find it easiest to produce valid text files if you install the [gedit](#) program that we use in lab instead. It is available for Windows, Mac OS X, and Linux.

Light-Bot

For this assignment, you will play the Light-Bot 2.0 game in order to solve five puzzles. In the Light-Bot game, puzzles are solved by programming the robot "Light-Bot" so that when Light-Bot is run, he lights up all of the pulsating blue tiles, turning them to yellow.



Light-Bot 2.0 contains a set of standard levels (puzzles) divided into four categories: basic, recursion, conditionals, and expert.

The Puzzles

Solve each of the following 5 puzzles and write your solution in the [specified format](#). Make sure each file is stored as a plain text file with a ".txt" extension.

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Even if you solved the puzzle correctly in the Light-Bot game, you may have made a mistake translating your solution into textual form. Use the [Lightbot format checker](#) to find out about "syntax errors," such as misspelled commands, in your program. It will not, however, check whether or not your program actually solves the puzzle.

1. [Play the first puzzle](#) and write the solution in `1b1.txt`.
2. [Play the second puzzle](#) and write the solution in `1b2.txt`.
3. [Play the third puzzle](#) and write the solution in `1b3.txt`.
4. [Play the fourth puzzle](#) and write the solution in `1b4.txt`.
5. [Play the fifth puzzle](#) and write the solutions in `1b5.txt`.
6. If you have solved all the puzzles above and want to have a challenge, [play the EXTRA CREDIT puzzle](#) and write the solution in `1bextra.txt`. Note that you can get full credit for this assignment even if you do not do this one.

Submission

[Create a zip](#) file called `pa1.zip` that contains your text files, and email it to 15110n13@gmail.com for grading. **Be sure that you create a zip file and not a compressed file in another format.**