Connect on `https://reeborg.ca/`, then click on the link "Reeborg's world" on the homepage. A box should appear, please click on "Go to introducion Reeborg".

1   Around 1 — apple

In the top menu, beween "Reeborg's world" and "World Info", in the drop down menu, select the world "Around 1 — apple".

> " Reeborg must go around the world, collecting all the apples so that he can make apple pies when he gets home.
>
> Try to make your code as short as possible using for/repeat loops. Beware ! The apples keep changing place each time you reload this world. "

Please write a code that solves this world :
— the code should work for <u>all</u> variations of this level, wherever the apples are placed ;
— the code should be as short as possible.

Copy / paste your solution in a word document and explain it carefully. Why did you write your code this way ? Why does it work ?

2   Rain 0 and Rain 1

In a new word file, please provide the code for Rain 0, then Rain 1.

2.1   Rain 0

> " It's raining hard. Water is going to come in through the open window unless Reeborg closes it.
>
> Have Reeborg move until it stands in front of the open window, represented by , and closes it by using the build_wall() function. Afterwards, Reeborg must turn around and and go watch the rain falling outside, with the front door open.
>
> The size of the room and the location of the window never change. "

2.2   Rain 1

> " It's raining hard. Water is going to come in through the open windows unless Reeborg closes them.
>
> Have Reeborg move around the room and close the windows by using the build_wall() function.
>
> The size of the room and the location of the windows are always changing.
>
> Windows (missing walls) are always between two walls, all along a single line. There can never be two windows side by side, nor can there be a window at the corner of a room. "