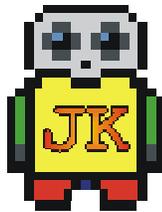


# **JKarel**

*A Stepping-Stone to Object-Oriented Programming in Java*



**User's Manual**

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## 1 Installing JKarel

JKarel depends upon the Java 2 Runtime Environment, Standard Edition 1.3.1 or later. Mac OS X comes with this installed, but on Windows machines you can test whether this is installed by opening a Command Prompt window and typing:

```
java -version
```

If you don't have version 1.3.1 or later, a current J2SE can be downloaded from:

<http://java.sun.com/j2se/downloads.html>

Unzip **JKarel.zip** into a directory of your choice. The directory **JKarel** will be created containing all files that are needed to run the JKarel application.

## 2 Running JKarel

JKarel has been tested to run on Microsoft Windows 98/2000/XP and Mac OS X. It may also run on other operating systems that have a Java 2 Runtime Environment (see *Installing JKarel*), but these are currently untested and the user must assume all responsibility for problems that occur.

To run JKarel, simply double-click **JKarel.jar** located under the **JKarel** directory. Alternatively, JKarel can be run from a Command Prompt window. Change to the **JKarel** directory and type:

```
java -jar JKarel.jar
```

It is recommended that you read the next few pages of this User's Manual once you have started the JKarel application for an overview of the various elements of the JKarel programming environment.

### 3 The JKarel Robot World

JKarel presents a robot world similar to the world of Karel++ (Bergin, Stehlik, Roberts, & Pattis, 1997), composed of a grid of streets and avenues. There are one thousand streets and one thousand avenues in the robot world. Streets run horizontally from west to east while avenues run vertically, south to north. Robots move from one street intersection to the next and each step is considered one block. Horizontal walls and vertical walls placed across a street or an avenue block a robot's path, preventing direct movement between neighboring intersections.

Beepers are objects in the robot world that robots can pick up, carry around, and put down. Each robot carries a beeper bag to hold beepers that it finds along its path. As robots travel around the world, they can pick up any beepers that they find on intersections and put down any beepers that they are carrying in their beeper bag.

Figure 1 illustrates a JKarel world containing vertical and horizontal walls, two beepers, and a robot. The number inside a beeper object indicates how many beepers are on an intersection.

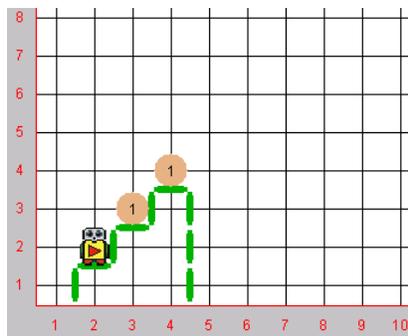


Figure 1 - JKarel World

A basic robot in the JKarel world can move forward one block, turn left, pick up a beeper, and put down a beeper. It can also turn itself off when it has finished executing a program. These basic commands will be introduced in section 5, *JKarel Primitive Instructions*.

## 4 The JKarel Programming Environment

JKarel combines several tools within its programming environment to facilitate the development of JKarel programs. As illustrated in Figure 2, it provides:

- a program editor for writing JKarel program code
- a grid area for building new robot worlds and viewing the graphical execution of JKarel programs
- log panes for viewing error messages and observing runtime information

The toolbar above the graphical world provides buttons that allow you to place walls and beepers within the robot world. Above the editor there are buttons for saving, compiling, executing, stepping through, and stopping the execution of a JKarel program.

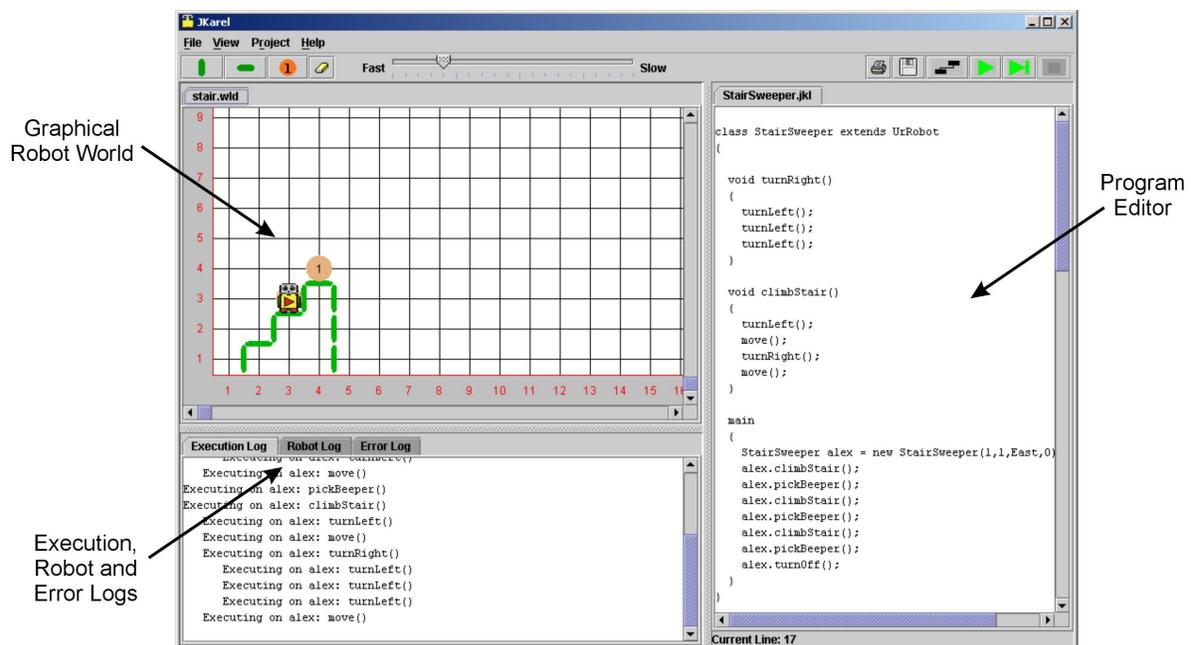


Figure 2 - JKarel Application Window

There are two parts to a JKarel program: the JKarel program code and a graphical robot world in which to run the program code. Once a world is constructed and the code is written, then the program may be compiled and run. The following sections describe how robot worlds

are built, how JKarel programs are compiled and executed, and how information that is displayed in each of the logs can be used to debug program code.

## 4.1 Building a Robot World

Initially, a robot world has only streets and avenues – no walls or beepers. It has a western barrier to the left of 1<sup>st</sup> Avenue, and a southern barrier below 1<sup>st</sup> Street. It is possible to execute a JKarel program in this empty world, and in such a world, a robot would be able to travel almost anywhere since there are no obstacles for it to run into except the western and southern barriers.

However, since a world without walls and beepers does not provide a basis for many challenging JKarel programs, most programs rely on the construction of a more complex robot world with walls and beepers. This allows for the creation of interesting tasks for a robot to undertake.

The tools for drawing walls and beepers are located on the toolbar above the graphical world:



Clicking on one of the three toolbar objects – representing a vertical wall, a horizontal wall and a beeper – and then clicking anywhere in the grid draws the selected object in the robot world at the coordinates clicked. Clicking multiple times on an intersection with the beeper tool allows multiple beepers to be drawn on that corner. The number of beepers at an intersection is denoted by the number drawn in the middle of the beeper.

To erase an object that has been drawn in the world, select the eraser  as well as the object type to be erased:



In the picture above, the button for drawing a vertical wall is selected as well as the eraser. In this configuration, clicking on any vertical wall that has been drawn in the world will now erase that wall.

When a robot world has been completed, select *Save World As...* under *File* in the menu. World files should be saved with a **.wld** extension. A saved world file can be re-opened, edited, and saved again any time changes are made to it.

## ***4.2 Writing a Program***

JKarel program code is written in the editor pane on the right side of the application window. All program files must be saved before they can be compiled and executed, and must have a **.jkl** file extension. Each program file provides a class definition that may have a main procedure to be executed and/or a set of new robot instructions. More about the JKarel programming language will be introduced starting in section 5, *JKarel Primitive Instructions*.

### 4.3 Compiling a Program

Before a JKarel program can be executed, it must be compiled. Selecting the compile button  will compile the current version of the program that is visible in the editor pane. JKarel program files may be compiled at any time as they are being written, since compiling can help identify program errors. Note that when you compile, the program will automatically be re-saved.

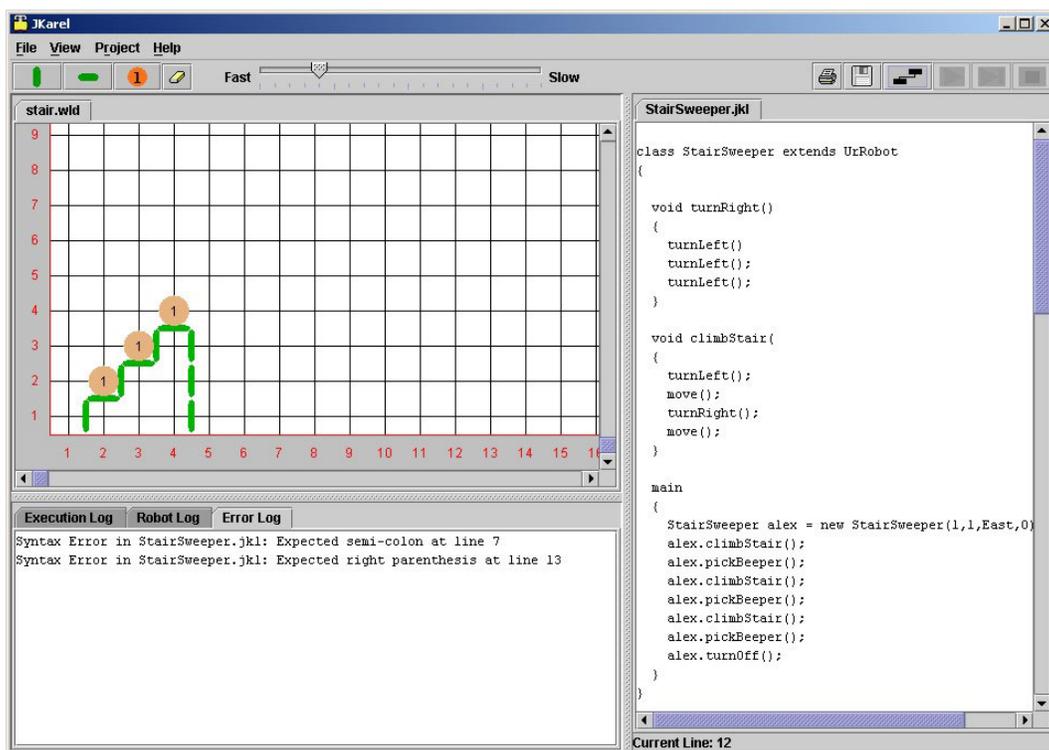


Figure 3 - Compile Errors

Errors that are found during compiling appear in the **Error Log**, the 3<sup>rd</sup> tab of the log panes. By default, only the first error encountered in a program is displayed, since subsequent errors are often related to the first error and it is usually easier to fix one error at a time. This option can be changed so that all errors are displayed, by selecting *View All Errors* under *View* in the menu bar.

Figure 3 illustrates a compiled program that resulted in two syntax errors. The option to *View All Errors* is selected, so all of these errors are listed in the Error Log at the bottom left corner of the JKarel application window, and can be associated with specific lines of code

displayed in the editor. The current line number (indicating the cursor's location in the editor pane), is displayed below the editor pane.

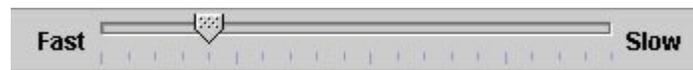
Once all errors have been corrected, the program will compile successfully and will be ready for execution.

## 4.4 Executing a Program

A JKarel program file that has successfully compiled is ready for execution. If the program relies on a particular robot world configuration in order to execute successfully, ensure that this world has been created or opened before beginning execution of the program.

There are two ways to execute a program: playing straight through from beginning to end, or stepping through one statement at a time. To execute the entire program from start to finish, select  (Play). To step through the program code, select  (Step). It is possible to step through a portion of a program and then play to the end, or play from the beginning and then select the step button part of the way through in order to move slowly through the last few lines of the program. The step button can also be thought of as a 'pause' in execution. At any point during play or step execution, the stop button  may be selected to terminate execution of the program.

A slider is provided to allow playback of a program in a range of speeds. It can be adjusted during execution to fast-forward through a repetitive portion of code, or slowly advance through a troublesome part.



During execution, there are two logs that display runtime information. The **Execution Log** (1<sup>st</sup> tab in the log pane) displays each statement as it is executed. The **Robot Log** (2<sup>nd</sup> tab in the log pane) lists all robots that currently exist in the world, and provides their current location, direction, and the number of beepers they are carrying. These logs can be useful in debugging a program that has compiled successfully, but is still not executing in the desired manner.

Program code is highlighted line-by-line in the editor as it executes in order to indicate the statement that is currently executing. By following the highlighted code while stepping slowly through the program, and by watching the execution in both the graphical world and the Execution Log, errors can more easily be detected.

## ***4.5 Printing a Program***

There are two ways you can print a JKarel program file – from within the JKarel application, and from any simple text editor. PC users can use the print  icon on the JKarel toolbar. This will print the program in the editor pane to the default printer connected to your computer. There are inconsistencies with this way of printing depending on the printer – selecting more than one copy may print the copies continuously without page separation. And some printers may need a manual form feed to complete the printing.

Mac users and those who have trouble printing from within the JKarel application should use the second method of printing. Open a JKarel program or copy and paste a program from the JKarel editor pane into a text editor such as Notepad or Simple Text, and print it from within this text editor.

## 5 JKarel Primitive Instructions

`UrRobot` is the most basic type of robot in the JKarel language. It includes five primitive instructions for performing the actions that are available to robots.

```
class UrRobot:

    void move()           // A robot moves forward one block

    void turnLeft()      // A robot turns 90 degrees to the left

    void pickBeeper()    // A robot picks up a beeper from an
                        // intersection to put in its beeper bag

    void putBeeper()     // A robot puts a beeper onto an
                        // intersection from its beeper bag

    void turnOff()       // A robot turns itself off
```

In a basic JKarel program, a robot of type `UrRobot` is initialized and the instructions listed above are used to send a message to this robot. The following format is used for the simplest JKarel programs that only include a `main` procedure:

```
class <NewClassName>
{
    main
    {
        <robotInitialization>
        <instruction>
        ...
        <instruction>
    }
}
```

A new class name, symbolized by `<NewClassName>`, can be made up of any combination of letters, digits and the underscore character ('\_'), but must begin with a letter, and must not be one of the reserved words in JKarel. A list of JKarel reserved words is provided at the end of this manual. By convention, class names begin with a capital letter.

The `main` procedure defines a task that a robot will do. It begins with a robot initialization, followed by any number of instructions. When the `main` procedure ends, the program ends.

Robot initializations have a syntax that includes the name of the class (or type of robot) being created, a name given to the robot and used to send messages to it, the keyword `new`, and information about the robot's initial street, avenue, direction, and the number of beepers it is carrying. The following initialization creates a robot of type `UrRobot` named *jkarel*, and places him on 1<sup>st</sup> Street and 1<sup>st</sup> Avenue, facing East, and carrying 2 beepers:

```
UrRobot jkarel = new UrRobot(1, 1, East, 2);
```

Each activity that a robot can perform is also known as a *method*. All instructions in a main procedure following the robot initialization include the name of the robot, a period (or dot), and the name of the method, as in the following:

```
jkarel.move();
```

The method name is followed by parentheses. Every instruction of this kind ends with a semi-colon and it is good programming practice to place each instruction on a new line.

A complete program moving a robot three blocks east in the robot world and then turning off, looks like this:

```
class Move3Blocks
{
    main
    {
        UrRobot kate = new UrRobot(1, 1, East, 0);
        kate.move();
        kate.move();
        kate.move();
        kate.turnOff();
    }
}
```

## 5.1 Writing New Instructions

A class definition can also define new methods in addition to a `main` procedure. In order to define new methods, a class must extend an existing class definition using the following format:

```
class <NewClassName> extends <OldClassName>
{
    <newMethodDefinition>

    <newMethodDefinition>

    main
    {
        <robotInitialization>
        <instruction>
        ...
        <instruction>
    }
}
```

`UrRobot` is the class that will usually be extended in your first programs, since it defines the basic robot instructions introduced so far. If a class is extended that does not exist, a compile error will be generated. New method definitions are included at the top of the new class, above the `main` procedure, and have the following format:

```
void <methodName> ()
{
    <instruction>
    ...
    <instruction>
}
```

The rules for valid method names are the same as for valid class names – letters, digits and the underscore character are all valid characters to use, but the name must begin with a letter (by convention, methods begin with a lowercase letter to differentiate them from classes). Similar to class names, method names must not be one of the JKarel reserved words. Unlike instructions in the `main` procedure, instructions in a method do not specify a robot name. They simply provide the method name, parentheses, and semi-colon, as in the following:

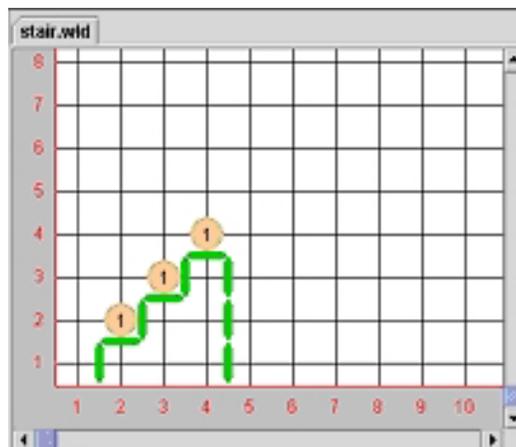
```
move ();
```

The following example combines all of the elements of a JKarel program outlined so far in a program that creates a robot of type `UrRobot`, and instructs it to 'sweep' the beepers off of a flight of stairs.

## 5.2 *StairSweeper Example*

The following example illustrates the construction of a simple robot world and the program code that goes along with it. The first step is to build the robot world. Then, a class is written for a new type of robot called a `StairSweeper`. A main procedure is written that creates a `StairSweeper` robot and calls the `StairSweeper` methods to allow this robot to collect all of the beepers in the world.

Using the Vertical Wall, Horizontal Wall, and Beeper buttons on the toolbar, build the robot world illustrated in Figure 4. It is composed of three stairs, each topped with one beeper. This world can be saved with any name, but for the purposes of this example, we will call it *stair.wld*. This file is also included with the JKarel program and can be opened from *File* in the menu bar.



**Figure 4 - Robot World for `StairSweeper` Program**

Now we will create a new type of robot, called a `StairSweeper`, which defines two new methods: `turnRight()` and `climbStair()`. Select *New Program File* from *File* in the menu bar, and copy into it the following lines of code (or select *Open Program File* and open the included copy of `StairSweeper.jkl`):

```

// New class to define a robot that will be able to
// climb stairs and pick up a beeper from each stair.
class StairSweeper extends UrRobot
{
    // Turning right is accomplished
    // with 3 left turns.
    void turnRight()
    {
        turnLeft();
        turnLeft();
        turnLeft();
    }
    // Climbing a stair assumes the robot begins facing
    // towards the stair, and ends facing in this same
    // direction after climbing to the next stair.
    void climbStair()
    {
        turnLeft();
        move();
        turnRight();
        move();
    }
    // The main procedure creates a StairSweeper
    // robot, and has it climb 3 stairs, picking
    // up a beeper from each.
    main
    {
        StairSweeper alex = new StairSweeper(1,1,East,0);
        alex.climbStair();
        alex.pickBeeper();
        alex.climbStair();
        alex.pickBeeper();
        alex.climbStair();
        alex.pickBeeper();
        alex.turnOff();
    }
}
// End of Program

```

Save this program file as *StairSweeper.jkl*. Note that the name of the class **must** be the same as the file name (*StairSweeper* is the name of the class in this example, so the file must be called *StairSweeper.jkl*).

This class defines turning right as making three left turns, since robots only know how to turn left. It then defines climbing a stair as a sequence of four actions: turning left (to face north), moving (to get one block north), turning right (to face east), and moving again (to get one block east). Note that it is necessary to define the method `turnRight()` before using it in the method `climbStair()`, since using a class or a method before it has been defined is not

allowed. Trace this sequence of actions for climbing a stair in the world you created to see that it works.

The main procedure creates a robot of type `StairSweeper` and then calls the methods `climbStair()` and `pickBeeper()` alternately to move into position and pick up the beeper on each stair. Initially, the robot is placed at the coordinates (1, 1) facing east. It is carrying no beepers at the beginning, but by the end of the program it will be carrying 3 beepers. This change in the robot's position, direction, and beeper count can be monitored in the Robot Log during program execution.

After saving this program file, select compile  from the toolbar. A message should appear to let you know that the compile has completed successfully. If there are any errors found in the program file, they will be displayed in the Error Log. Look for the line numbers specified in the error message(s) and correct the mistake(s) in the code. Save the program file again, and re-compile it.

When the program has been successfully compiled, select the play  button. Watch the execution in the world you built. When execution finishes successfully, the application should appear as in Figure 5, with the robot pictured on the top stair facing east.

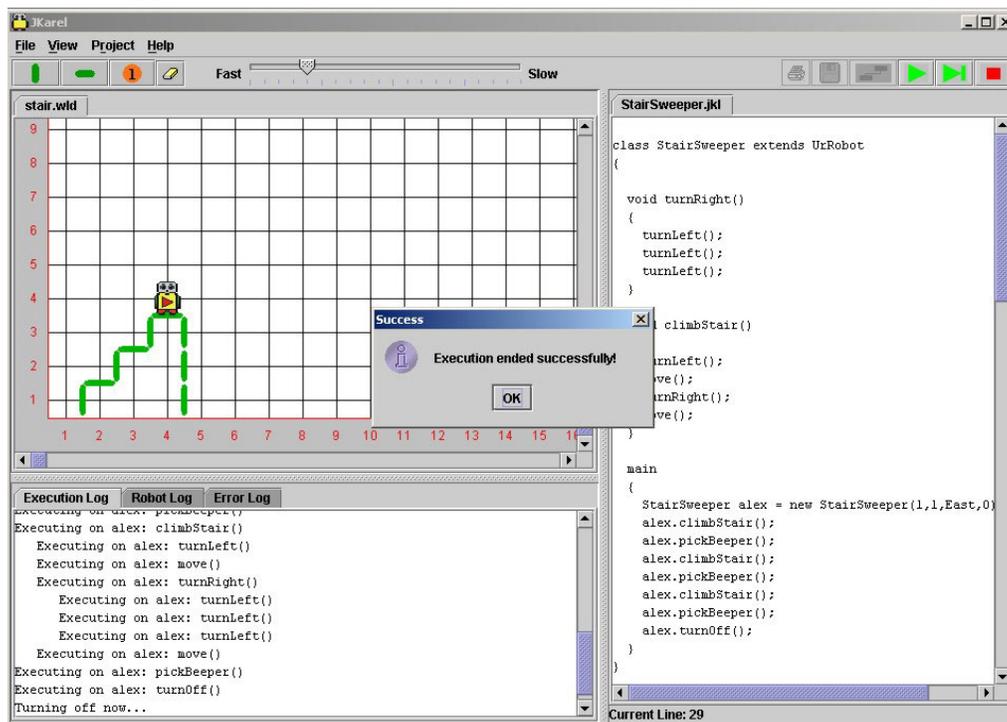


Figure 5 - Successful Execution of StairSweeper

After execution has completed, the Execution Log should display the text below. The different levels of indentation represent methods called from within other methods. Each statement also identifies the object upon which a command is being executed, which may be useful in later programs that initialize two or more robots.

```
Instantiated: StairSweeper: alex
Executing on alex: climbStair()
    Executing on alex: turnLeft()
    Executing on alex: move()
    Executing on alex: turnRight()
        Executing on alex: turnLeft()
        Executing on alex: turnLeft()
        Executing on alex: turnLeft()
    Executing on alex: move()
Executing on alex: pickBeeper()
Executing on alex: climbStair()
    Executing on alex: turnLeft()
    Executing on alex: move()
    Executing on alex: turnRight()
        Executing on alex: turnLeft()
        Executing on alex: turnLeft()
        Executing on alex: turnLeft()
    Executing on alex: move()
Executing on alex: pickBeeper()
Executing on alex: climbStair()
    Executing on alex: turnLeft()
    Executing on alex: move()
    Executing on alex: turnRight()
        Executing on alex: turnLeft()
        Executing on alex: turnLeft()
        Executing on alex: turnLeft()
    Executing on alex: move()
Executing on alex: pickBeeper()
Executing on alex: turnOff()
Turning off now...
```

The Robot Log also displays runtime information pertaining to the current state of the robot(s) in the world. It lists all robots in the world at the current time, along with their position, direction, and the number of beepers they are carrying. The final display in the Robot Log after execution of the StairSweeper program is the following:

```
alex:
    Street: 4
    Avenue: 4
    Facing: East
    Beepers: 3
```

This identifies the robot *alex* as the only robot in the world at this time, and places him at the coordinates (4, 4), facing East, and carrying 3 beepers. Try using the step button to step through the program again. Press  to see the execution of each statement.

## 6 Repetition Instructions

Repeating the same instruction or a sequence of instructions several times in a program can lead to very long program code. Repetition instructions are helpful in specifying that a *block* of code (a group of instructions set apart by curly braces) is to be executed a certain number of times. The keyword `loop` is used, and the format for a `loop` block is the following:

```
loop ( <positiveNumber> )
{
    <instruction>
    ...
    <instruction>
}
```

The number of times to repeat the instructions within this block of code is specified within the parentheses, indicated by `<positiveNumber>`. The `turnRight()` method from the `StairSweeper` example provides an example of when the `loop` instruction could be used. Instead of listing the same instruction three times, a `loop` is used to indicate this repetition:

```
void turnRight ()
{
    loop(3)
    {
        turnLeft ();
    }
}
```

## 6.1 Example using loop

As an example of how a loop instruction becomes very useful, the following method uses 2 loops, one nested inside the other, to allow a robot to walk around a square with sides that are 6 blocks long. If a robot is placed at the origin (1, 1) facing east and executes this method, it will walk 6 blocks east to (1, 7) and turn left, then 6 blocks north to (7, 7) and turn left, then 6 blocks west to (7, 1) and turn left, and finally 6 blocks south to get back to (1, 1). It will do a final `turnLeft()` and end facing east.

```
void walkSquareOfLength_6()
{
    loop(4)
    {
        loop(6)
        {
            move();
        }
        turnLeft();
    }
}
```

## 7 Conditional Instructions

So far, the JKarel programs we have written can only be applied to specific robot worlds. Given different worlds, executing a `move()`, `pickBeeper()` or `putBeeper()` instruction in the program would cause an error shutoff if the robot tried to walk into a wall or handle a beeper that wasn't there.

There are instructions in the JKarel language that allow a robot to look around and determine if a particular action can be performed given his surroundings. By testing his surroundings, a robot can determine if he is in a position to execute one of these instructions before actually executing it, and avoid an error shutoff when the program is applied to different worlds. Conditional instructions are used to test, and are written using the keyword `if`:

```
if ( <test> )
{
    <instruction>
    ...
    <instruction>
}
```

A test, indicated above by `<test>`, is a method that determines if something is true or false. Methods used for testing, called predicates, can send back a boolean value – *true* or *false*. When the test within an `if` instruction returns true, the instructions within the curly braces are executed. However, if the test returns false, then the instructions within the curly braces are skipped and execution continues with the instruction immediately *after* the entire block of code that comprises the `if` instruction.

The next section describes a more advanced class of robot defined in JKarel that knows how to determine information about its surroundings using predicates.

## 7.1 Robot class

JKarel defines two classes of robots for use in programs and as the basis for new JKarel classes. We have looked at class `UrRobot`, which defines the most basic robot actions. Class `Robot`, which extends `UrRobot`, defines another type of robot. A `Robot` can do everything an `UrRobot` can do as well as provide information about its surroundings. It can indicate if it is standing next to a beeper or next to a robot, if it is facing in a particular direction or carrying any beepers, and if the path in front of it is clear of a wall, enabling it to move forward.

The methods in class `Robot` are provided in the definition below. Like class `UrRobot`, the `Robot` class may also be extended in order to create new classes with other predicates based on the eight predicates provided here.

```
class Robot:

    boolean frontIsClear()      // Is a robot's path blocked by a wall?

    boolean nextToABeeper()    // Is a robot on a corner with
                                // a beeper?
    boolean nextToARobot()     // Is a robot on a corner with another
                                // robot?
    boolean facingNorth()      // Is a robot facing north?
    boolean facingSouth()      // Is a robot facing south?
    boolean facingEast()       // Is a robot facing east?
    boolean facingWest()       // Is a robot facing west?

    boolean anyBeepersInBeeperBag() // Does a robot have any beepers
                                    // in its beeper bag?
```

## 7.2 Example using `if`

The following example demonstrates how predicates are used in `if` instructions to enable a robot to face north, regardless of his current direction. When this method executes, if the robot is facing east he must only turn left once, but if he is facing south he must turn twice and if he is facing west he must turn three times. If he is already facing north when this method is invoked, nothing will happen to change the direction he faces.

Note that the method in this example can only be invoked on a robot of type `Robot`, not a robot of type `UrRobot`, since an `UrRobot` is not able to use the predicates defined in class `Robot` (such as `facingEast()` or `facingSouth()`).

```
void faceNorth()
{
    if (facingEast())
    {
        turnLeft();
    }

    if (facingSouth())
    {
        turnLeft();
        turnLeft();
    }

    if (facingWest())
    {
        turnLeft();
        turnLeft();
        turnLeft();
    }
}
```

### 7.3 Predicates

New predicates can be written in any class that extends class `Robot`. The format of a predicate is exactly the same as that of a regular method in JKarel, except that the return value is *boolean* instead of *void*. A very simple predicate might look like this:

```
boolean frontIsBlocked()
{
    return !frontIsClear();
}
```

There are three parts to the instruction in this predicate. The keyword `return` is used to send either a *true* or *false* value back to whoever called this predicate. In order to determine whether true or false should be returned, `frontIsClear()` is evaluated. The symbol `!` means *not*, and negates whatever value follows it. Putting these pieces all together, this predicate will return true if 'front is *not* clear' and return false if 'front *is* clear'.

The next predicate example illustrates the use of a conditional to determine what value will be returned. If `nextToABeeper()` evaluates to false, the predicate should always return false. In this case the keyword `false` may be used in the `return` instruction instead of a call to another predicate. Similar usage of the keyword `true` is also allowed in `return` statements.

```
boolean nextToABeeper_AND_frontIsBlocked()
{
    if (nextToABeeper())
    {
        return !frontIsClear();
    }
    return false;
}
```

## 7.4 *if/else* Instruction

Sometimes certain actions should be performed *only* if a certain condition is true, and other actions should be performed *only* if that same condition is false. The `if/else` instruction allows this distinction to be made.

```
if (frontIsClear())
{
    move();
}
else
{
    turnLeft();
}
```

In the preceding example, a robot needs to either move forward (if there is no wall blocking his path), or turn left to avoid crashing into a wall. The `if` instruction allows a set of instructions to be executed if a condition is true and `else` allows a different set of instructions to be executed if the condition is false.

## 8 Another Repetition Instruction

The repetition instruction, `loop`, allows a block of code to execute a specific number of times. As we saw in the previous section, it is sometimes preferable to use tests to determine whether actions should execute. Similarly, it is often preferable to use a test to determine how many times a block of code will be executed. The `while` instruction allows repetition of a block of code as long as a test remains true. It has the format:

```
while (<test>)  
{  
    <instruction>  
    ...  
    <instruction>  
}
```

The test in a `while` instruction is just like a test in an `if` instruction. However, the test is re-evaluated after every repetition of the instructions, and these instructions continue to be executed until the test returns `false`.

The following example uses the predicate `nextToABeeper()` to test if there is a beeper on the same corner as the robot. As long as there is at least one beeper, the robot picks it up and tests for another beeper. This results in all beepers being picked up before the method ends. Note that this example works even if there are no beepers on the corner!

```
void clearCornerOfBeepers()  
{  
    while (nextToABeeper())  
    {  
        pickBeeper();  
    }  
}
```

## Reserved Words

The following list of words contains keywords in the JKarel language, none of which can be used as class names, robot names or method names.

boolean  
class  
East  
else  
extends  
false  
if  
import  
loop  
main  
North  
return  
South  
true  
void  
West  
while

## References

Bergin, J., Stehlik, M., Roberts, J., & Pattis, R. (1997). *Karel++: A gentle introduction to the art of object-oriented programming*. New York: John Wiley & Sons.