Karel++: A Gentle Introduction To The Art Of Object-oriented Programming

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Karel is actually a very nice, gentle introduction into Java. And a lot of the concepts that we learn, sort of software engineering concepts using Karel, will translate over to the Java world.

Karel's World

Walls: impenetrable structures that robots can't get through.
Beeper: objects which robots can put down, pick up and carry.

Robot Abilities

Move: move only in the direction it is facing. Moves one block at a time, from one intersection to the next. (e.g., robot at 2, 3 facing East moves to 2, 4 (still facing East)).

Karel++ A Gentle Introduction to the Art of Object-Oriented Programming (Bergin, Stehlik, Roberts, and Pattis, 1997), was divided into six chapters, with the first five being used for our course. Chapter 1 described the robot world, robot capabilities, and the terms task and situation. Karel++, an object-oriented, C++-like version of Karel, reduced the different aspects of object-oriented programming from code, execution, model, files, and display to simply code and display (Berge, Borge, Fjuk, Kaasboll, and Samuelsen, 2003). Teaching Control Programming and Problem-Solving Techniques with Karel++.