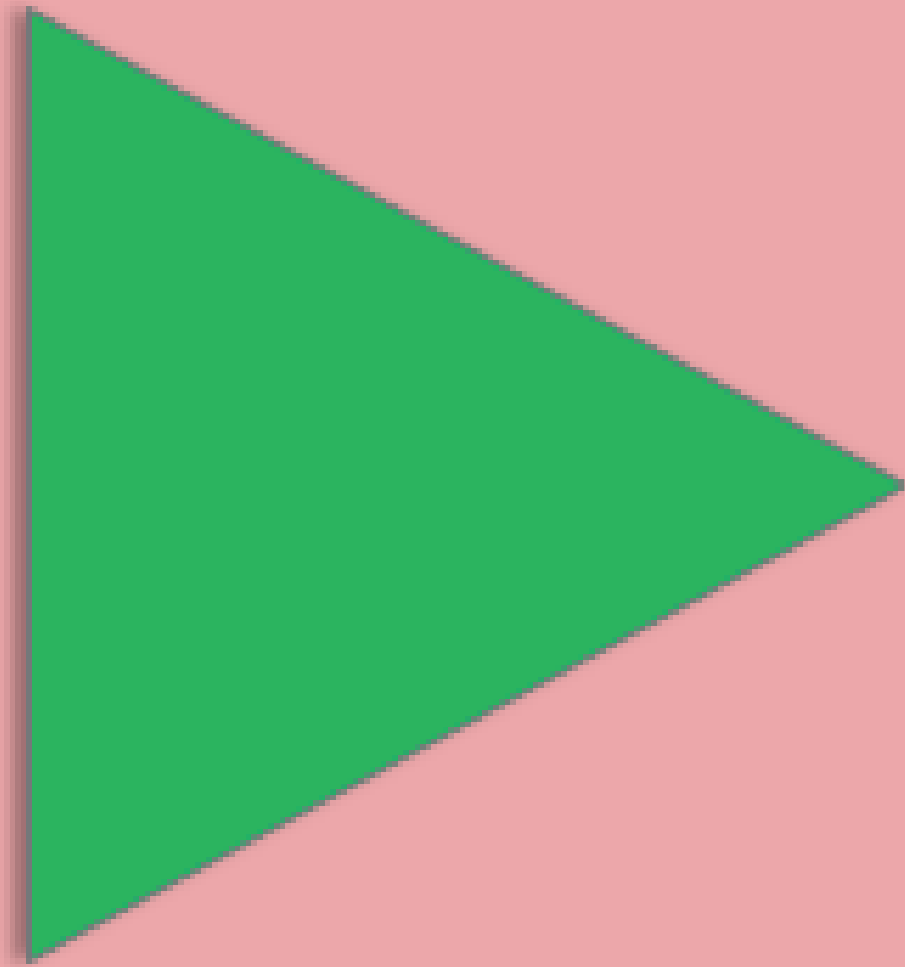


start



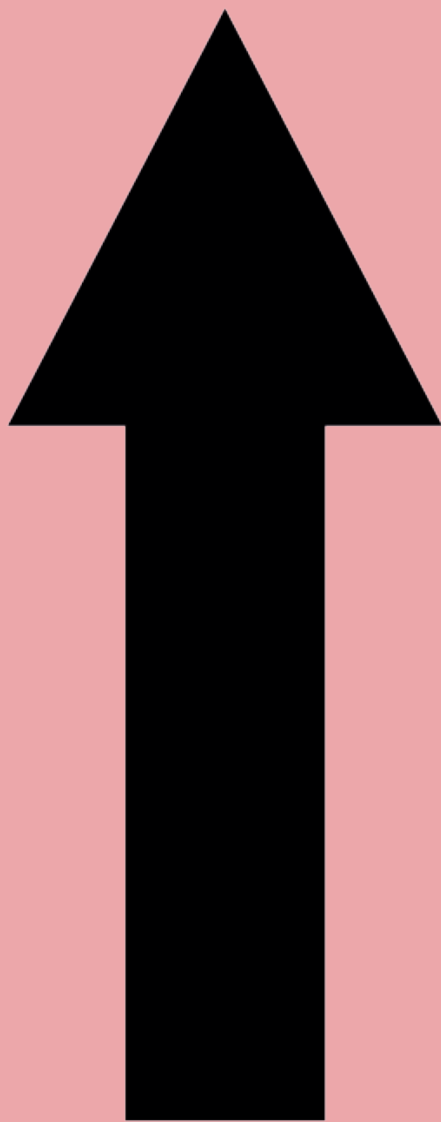
start van het
algoritme

einde



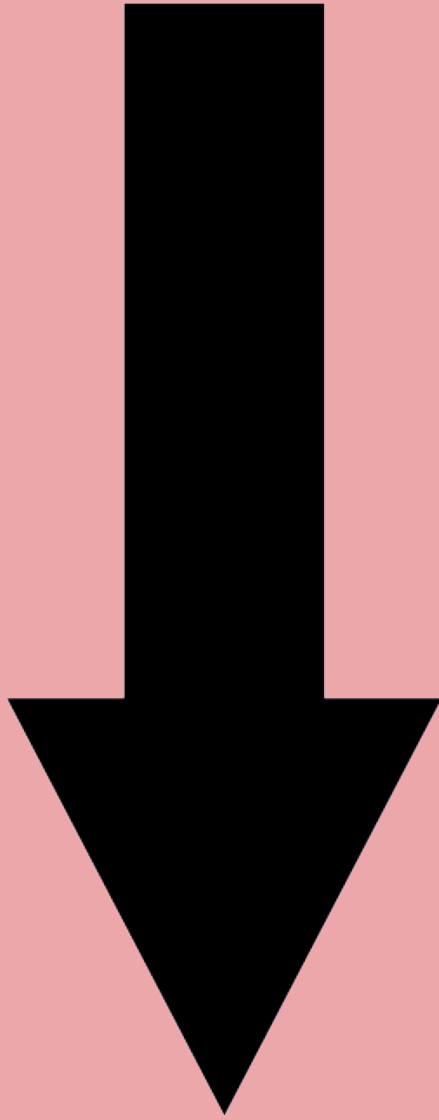
einde van het
algoritme

vooruit



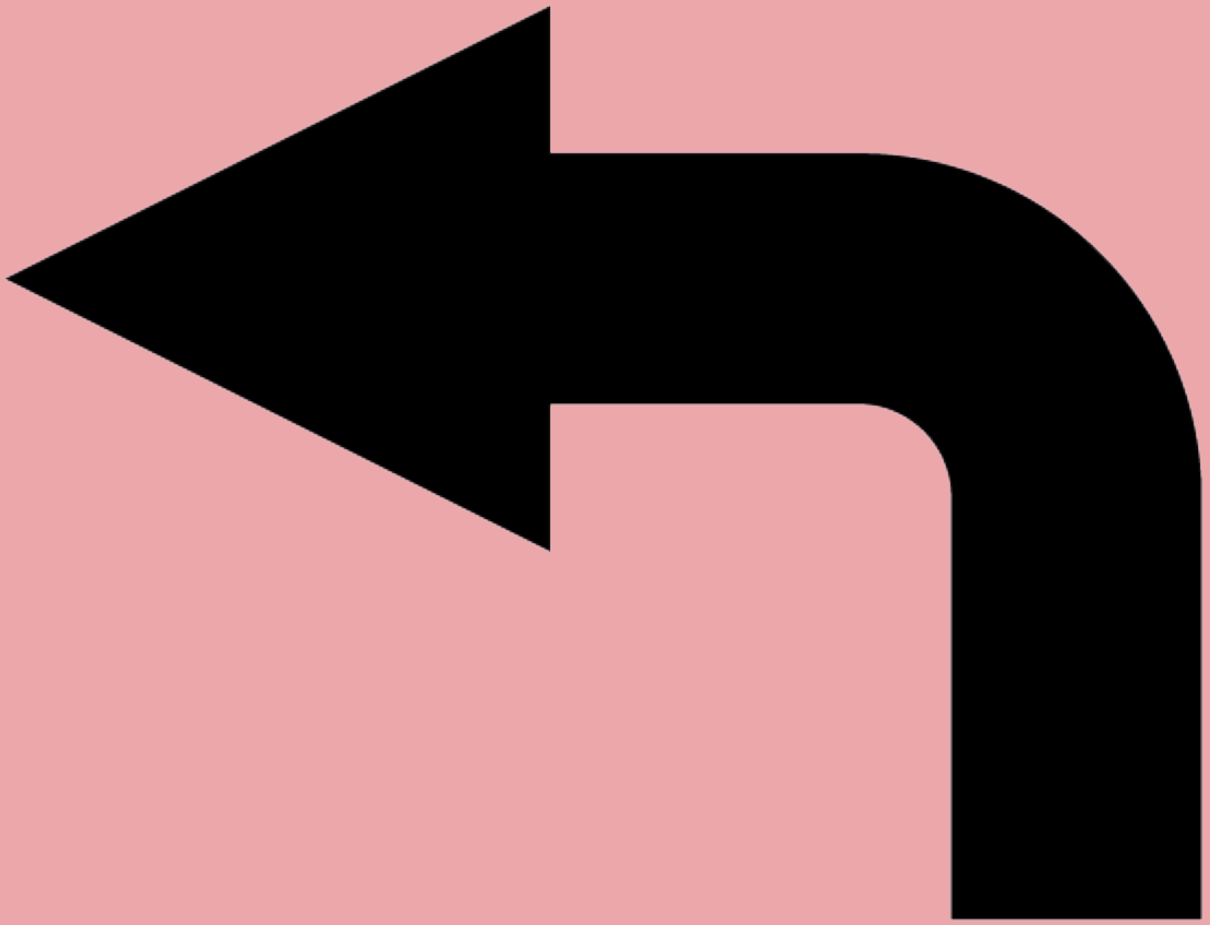
zet 1 stap vooruit
op het speelveld

achteruit



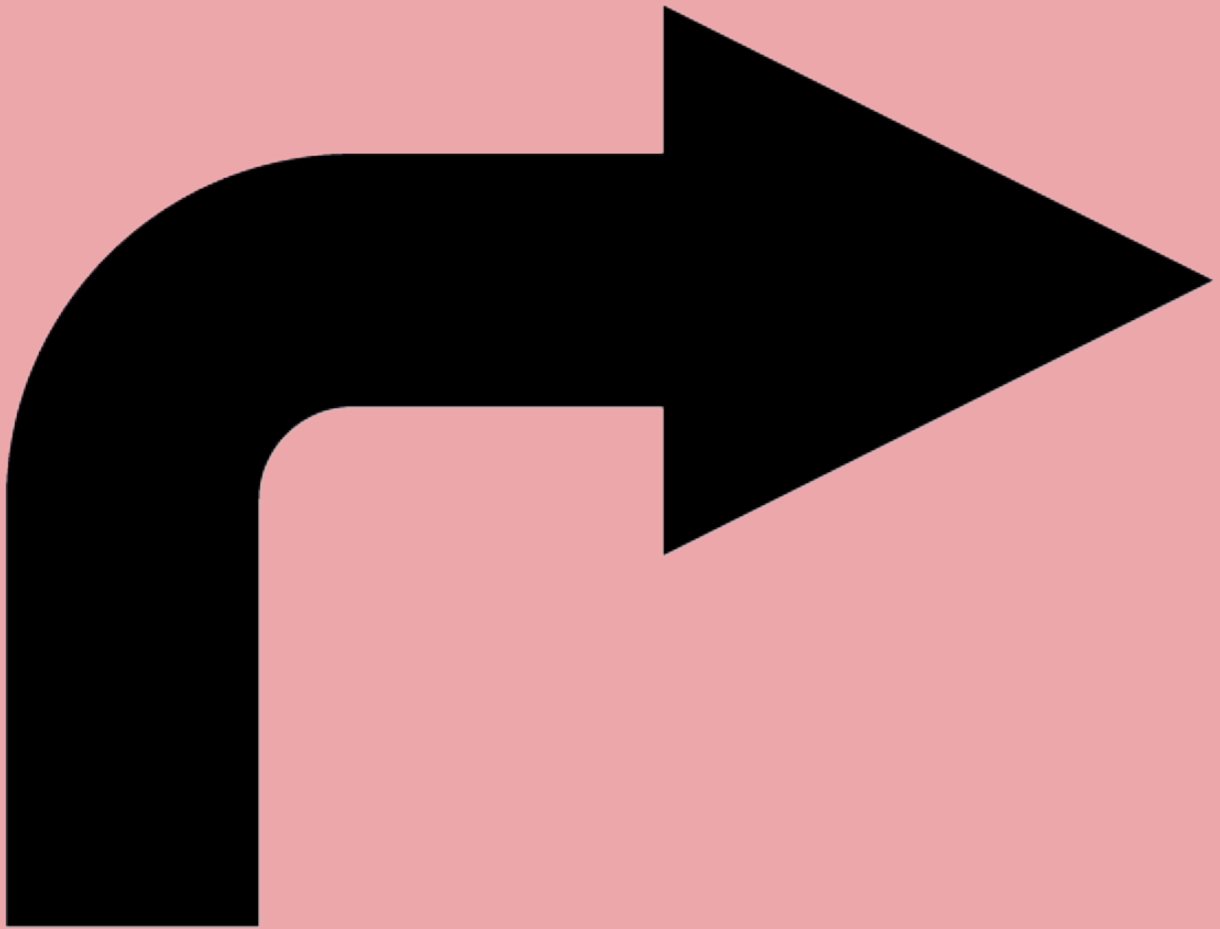
zet 1 stap achteruit
op het speelveld

links



draai naar links
(90°)

rechts



draai naar rechts
(90°)