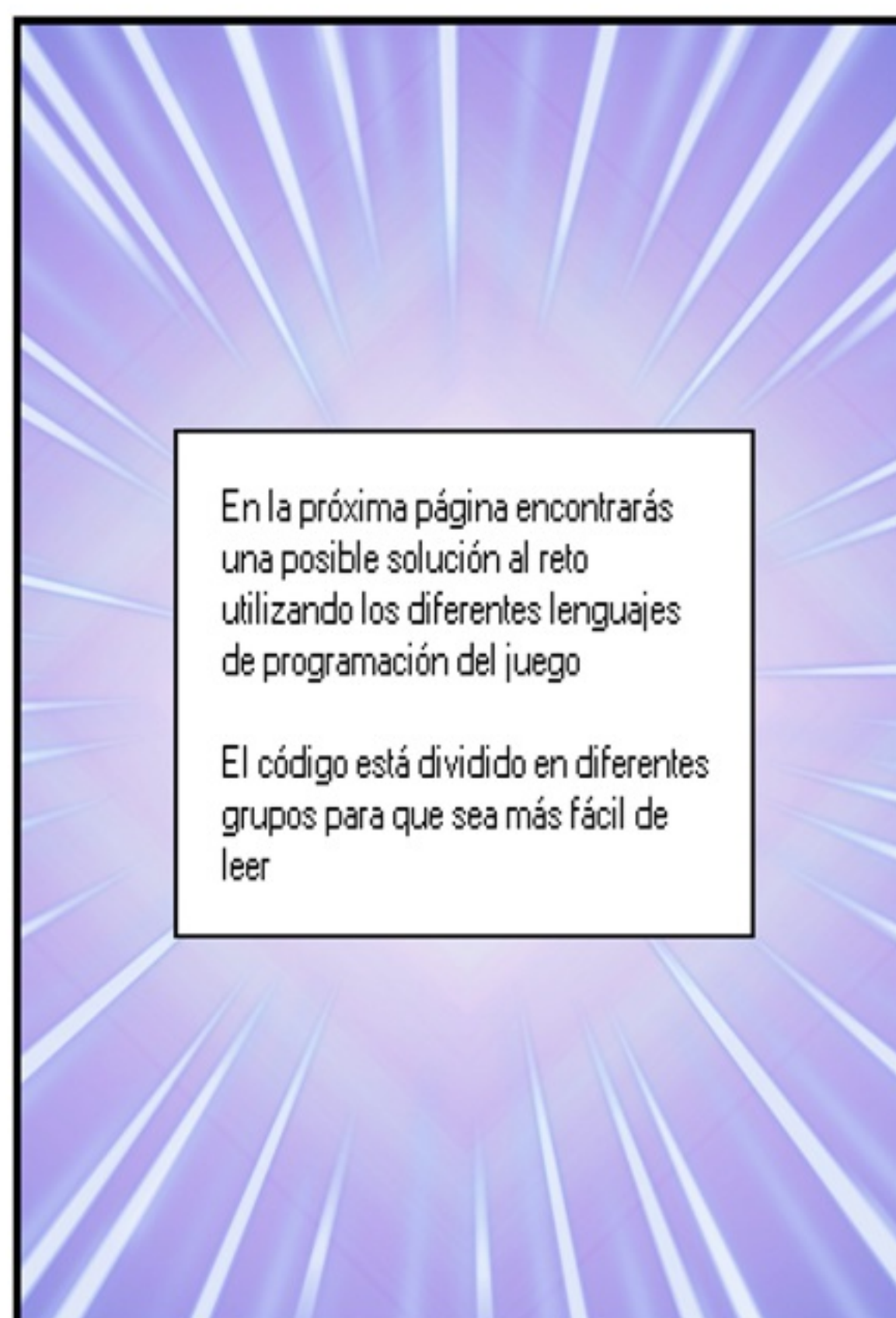


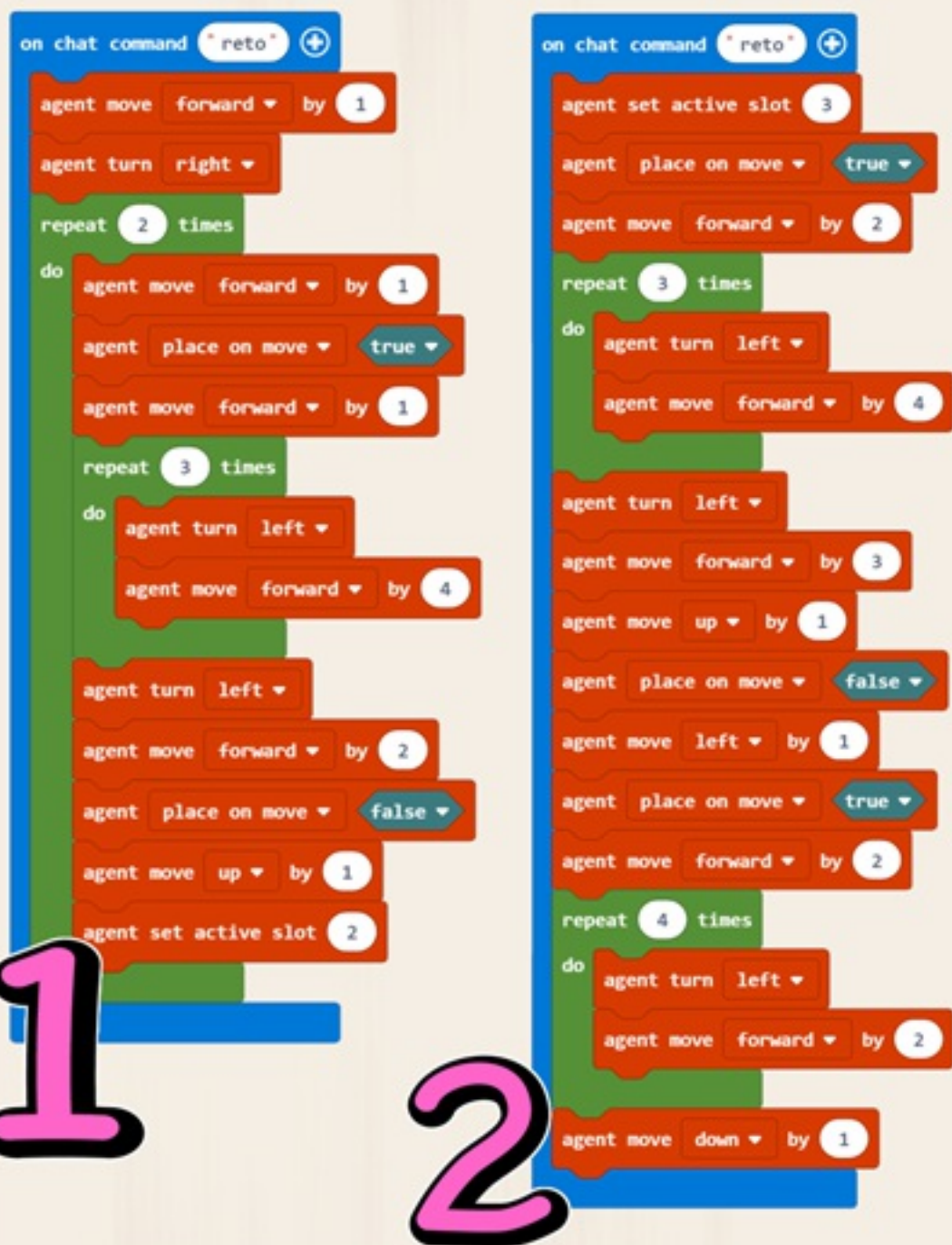
## EPISODIO 8. LAS PRUEBAS DEL AGENTE







Microsoft MakeCode  
brings computer  
science to life with  
Minecraft



1

```
player.onChat("reto", function () {
  agent.move(SixDirection.Forward, 1)
  agent.turn(TurnDirection.Right)
  for (let i = 0; i < 2; i++) {
    agent.move(SixDirection.Forward, 1)
    agent.setAssist(AgentAssist.PlaceOnMove, true)
    agent.move(SixDirection.Forward, 1)
    for (let i = 0; i < 3; i++) {
      agent.turn(TurnDirection.Left)
      agent.move(SixDirection.Forward, 4)
    }
    agent.turn(TurnDirection.Left)
    agent.move(SixDirection.Forward, 2)
    agent.setAssist(AgentAssist.PlaceOnMove, false)
    agent.move(SixDirection.Up, 1)
    agent.setSlot(2)
  }
})
```

2

```
player.onChat("reto", function () {
  agent.setSlot(3)
  agent.setAssist(AgentAssist.PlaceOnMove, true)
  agent.move(SixDirection.Forward, 2)
  for (let i = 0; i < 3; i++) {
    agent.turn(TurnDirection.Left)
    agent.move(SixDirection.Forward, 4)
  }
  agent.turn(TurnDirection.Left)
  agent.move(SixDirection.Forward, 3)
  agent.move(SixDirection.Up, 1)
  agent.setAssist(AgentAssist.PlaceOnMove, false)
  agent.move(SixDirection.Left, 1)
  agent.setAssist(AgentAssist.PlaceOnMove, true)
  agent.move(SixDirection.Forward, 2)
  for (let i = 0; i < 4; i++) {
    agent.turn(TurnDirection.Left)
    agent.move(SixDirection.Forward, 2)
  }
  agent.move(SixDirection.Down, 1)
})
```



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