Robocode Practice Problems

1. Build a robot that moves in a circle.
2. Build a robot that turns north, moves to the wall, turns east, and moves to the corner.
3. Build a robot that scans in circles around itself. When this robot detects an opponent, it should fire weakly if the opponent is far away, and strongly if the opponent is close.
4. Build a robot that tracks the first robot scanned. Your robot should not glitch off the target—that is, if you enable scan arcs in the options→preferences dialog, your scan arc should never leave the scanned robot.
5. Build a robot that will back away from walls or opponents upon collision. Your robot should back away and turn in a direction at the same time, in order to orient your robot away from the wall or opponent.