

```
func Horizontal_Zig_Zag () {  
    move(direction: MoveDirection.forward, duration: 1)  
    turn(direction: TurnDirection.right, angle: 45)  
    move(direction: MoveDirection.forward, duration: 1)  
    turn(direction: TurnDirection.right, angle: 45)  
    move(direction: MoveDirection.forward, duration: 1)  
    turn(direction: TurnDirection.left, angle: 45)  
    move(direction: MoveDirection.forward, duration: 1)  
    turn(direction: TurnDirection.left, angle: 45)  
    move(direction: MoveDirection.forward, duration: 1)  
}
```

```
func Vertical_Zig_Zag () {  
    move(direction: MoveDirection.up, duration: 2)  
    move(direction: MoveDirection.forward, duration: 2)  
    move(direction: MoveDirection.down, duration: 1)  
    move(direction: MoveDirection.backward, duration: 2)  
    move(direction: MoveDirection.down, duration: 1)  
    move(direction: MoveDirection.forward, duration: 1)  
  
}
```

```
takeOff()  
move(direction: MoveDirection.down, duration: 1)  
move(direction: MoveDirection.down, duration: 1)  
Horizontal_Zig_Zag()  
Vertical_Zig_Zag()  
land()
```