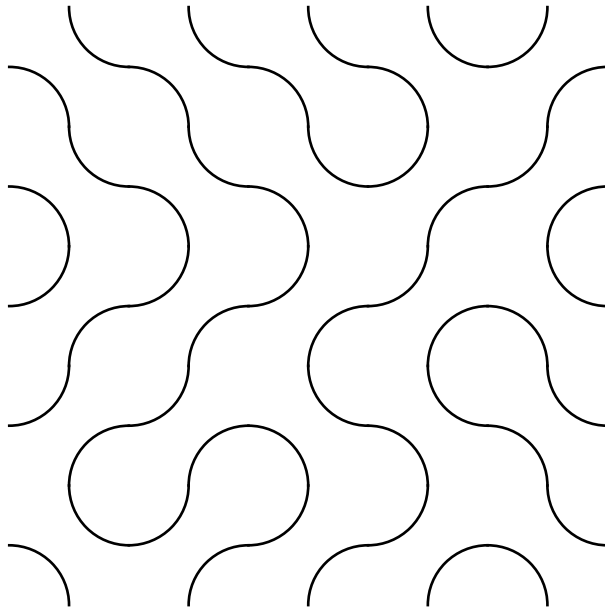


```

ABlock[x_, y_] := {
  Circle[{x-1/2, y-1/2}, 1/2, {0, Pi/2}],
  Circle[{x+1/2, y+1/2}, 1/2, {Pi, 3 Pi/2}]
};
BBlock[x_, y_] := {
  Circle[{x+1/2, y-1/2}, 1/2, {Pi/2, Pi}],
  Circle[{x-1/2, y+1/2}, 1/2, {3 Pi/2, 2 Pi}]
}

Show[Graphics[
  Table[
    If[Random[] > 0.5, ABlock[x, y], BBlock[x, y]],
    {x, 5}, {y, 5}
  ]
], AspectRatio -> 1]

```



- Graphics -

```

Clear[BlockType];
BlockType[pos_] := BlockType[pos] = If[Random[] > 0.5, 1, -1];
{pos, dir} = {0, 1};
trail = First[Last[Reap[
  Sow[pos += dir];
  dir = BlockType[pos] * Replace[dir, {1 → -I, I → -1, -1 → I, -I → 1}]];
  While[{pos, dir} != {0, 1},
    Sow[pos += dir];
    dir = BlockType[pos] * Replace[dir, {1 → -I, I → -1, -1 → I, -I → 1}]]];
]]];
Length[trail]

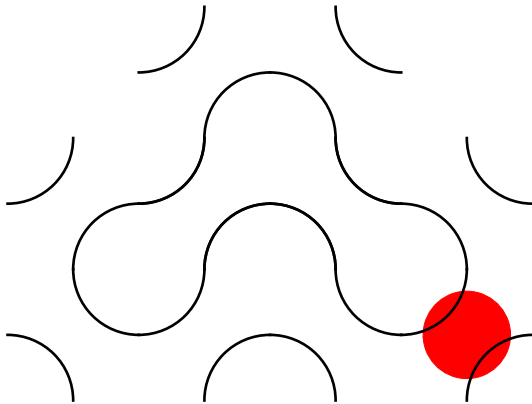
```

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```

Show[Graphics[{
  RGBColor[1, 0, 0],
  Disk[{Re[#], Im[#]}, 1/3] & /@ {First[trail]}, RGBColor[0, 0, 0],
  If[BlockType[#] == 1, ABlock[Re[#], Im[#]], BBlock[Re[#], Im[#]]] & /@ trail
}], AspectRatio → Automatic]

```



- Graphics -

trail

```
{1, 1 + i, i, 2 i, -1 + 2 i, -1 + i, -2 + i, -2, -1, -1 + i, i, 0}
```