

Challenge: Activate and deactivate a portal to collect the gems and toggle the switch.

For this challenge, you'll need to use the portal to move to another location in the puzzle world. But you'll also need to move over the portal to access some of the gems.

Practice setting properties by activating and deactivating the portal at the right time. In this puzzle, there's an **instance** known as `purplePortal` that you can modify using dot notation.

Using dot notation

```
purplePortal.isActive = true
```

Use the name of the instance, `purplePortal`, followed by a period (.) and the name of the **property** you'd like to access (`isActive`).

```
purplePortal.isActive = false
var gemCounter = 0
var switchCounter = 0
while gemCounter < 7 {
  moveForward()
  if isOnGem {
    collectGem()
    gemCounter = gemCounter + 1
  }
  if isBlocked {
    turnLeft()
    turnLeft()
  }
  if gemCounter == 4 {
    purplePortal.isActive = true
  }
  if isOnClosedSwitch {
    toggleSwitch()
    switchCounter = switchCounter + 1
  }
  if switchCounter == 1 {
    purplePortal.isActive = false
  }
}
```

