

Goal: Place your character at a specific location in the puzzle world.

So far, the starting point for your character has been chosen for you. In this puzzle, you'll choose a starting point by passing **arguments** into a **method** called `place`.

Using the `place` method

`place` has three **parameters**:

```
world.place(item: Item, atColumn: Int, row: Int)
```

- **item:** Takes an input of type `Item`, which includes your `Character` and `Expert` types. Pass in an **instance** of your expert, `expert`.
- **atColumn:** Takes an **Int** for the column you want your character to be placed at.
- **row:** Takes an `Int` for the row you want your character to be placed at.

Example

```
world.place(expert, atColumn: 1, row: 1)
```

- 1 Tap on a tile in the puzzle world to reveal its coordinates.
- 2 Examine the map to find a starting location for your expert. Use the column and row value of that location in your `place` method.

```
let expert = Expert()  
world.place(expert, atColumn: 1, row: 6)  
expert.collectGem()  
world.place(expert, atColumn: 6, row: 1)  
expert.collectGem()  
world.place(expert, atColumn: 1, row: 1)  
expert.collectGem()
```