

## Level 1

Simple Forward

## Level 2

MainStart

Forward();

Delay(4200);

Left();

Delay(1700);

Forward();

Delay(4000);

Right();

Delay(1600);

Forward();

Delay(6000);

Right();

Delay(1700);

Forward();

MainEnd

## Level 3

Hint : Increase the sensor to 50 cm.

```
repeat() {  
    if(F_is_Obstacle()) {  
        Stop();  
    }  
    Forward();  
}
```

#### Level 4

Hint : Decrease the sensor to 10 cm as It was increased in Level 3 to 50.

```
repeat() {  
    if(F_is_Obstacle()) {  
        Stop();  
    }  
    Forward();  
}
```

#### Level 5:

```
repeat() {  
    if(F_is_Line()) {  
        Stop();  
    }  
    Forward();  
}
```

```
}
```

## Level 6

MainStart

```
DIM i=0;
```

```
repeat() {
```

```
    Forward();
```

```
    while(!F_is_Line()) {
```

```
    }
```

```
    i=i+1;
```

```
    LCD_VAR(i);
```

```
    while(F_is_Line()) {
```

```
    }
```

```
    while(i==4) {
```

```
        Stop();
```

```
    }
```

```
}
```

MainEnd

Level 7:

```
repeat() {  
    if(F_is_Edge()) {  
        Stop();  
    }  
    Forward();  
}
```

Level 8:

```
repeat() {  
    Forward();  
    if(L_is_Obstacle()) {  
        Right(); }  
    else if(!L_is_Obstacle()) {  
        Left();  
    }  
    while(F_is_Obstacle()) {  
        Right();  
        Delay(200);  
    }  
}
```

## Level 9

```
repeat() {  
    if((!FL_is_Line())&&!FR_is_Line())) {  
        Forward();  
    }  
    if(FL_is_Line()) {  
        Left();  
    }  
    if(FR_is_Line()) {  
        Right();  
    }  
}
```

## Level 10

```
repeat() {  
    if(FLC_is_Obstacle()) {  
        Right();  
    }  
    else if(F_is_Line()) {  
        Forward();  
    }  
    else if(FL_is_Line()) {  
        Left();  
    }  
}
```

```
}  
else if(FR_is_Line()) {  
    Right();  
}  
else if(!FLC_is_Obstacle()) {  
    Left();  
}  
}
```

## Edge Obstacle

MainStart

```
repeat() {  
    if(FL_is_Edge() && FR_is_Edge()) {  
        Backward();  
    }  
    else if(FR_is_Edge()) {  
        Right();  
    }  
    else if(FL_is_Edge()) {  
        Left();  
    }  
    else {  
        Forward();  
    }  
}
```

MainEnd