

```

start;

load velocity;
if(v = 0){
    goto label
}
else{
    if(v > 0){
        if(v > 30){
            if(v > 60){
                disp gear 3;
                goto label;
            }

            disp gear 2;
            goto label;
        }
        disp gear 1;
        goto label;
    }
    disp gear R;
    goto label;
}

label:
end

```

