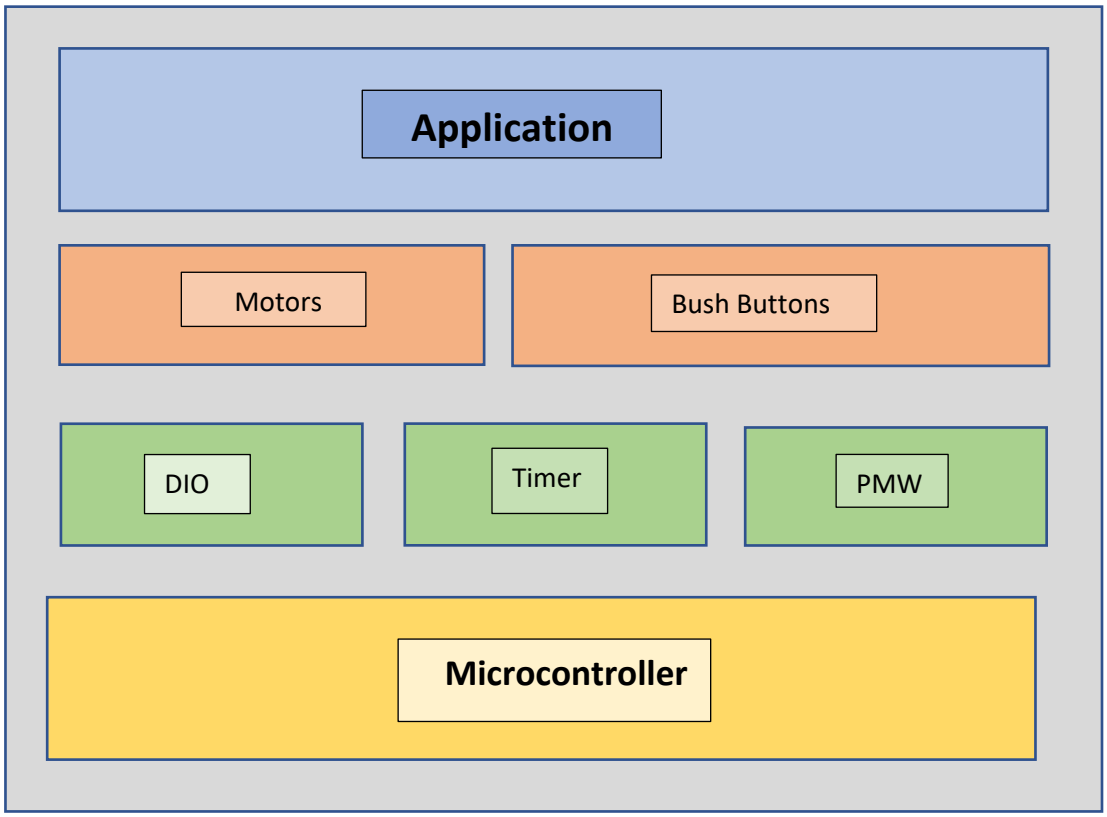
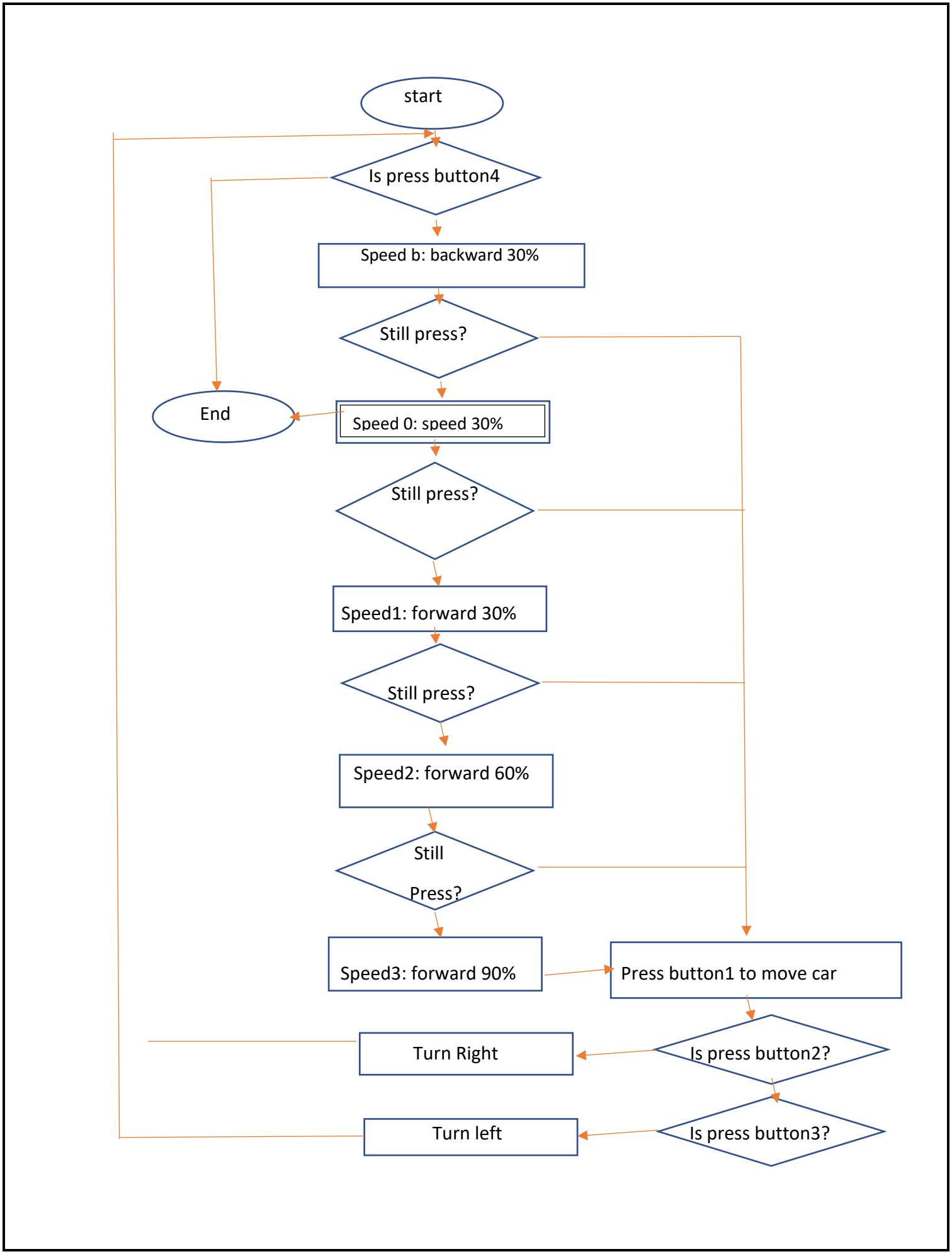
Static Design




start
Is press button4
Speed b: backward 30%
Still press?
End
Speed 0: speed 30%
Still press?
Speed1: forward 30%
Still press?
Speed2: forward 60%
Still
Press?
Speed3: forward 90%
Press button1 to move car
Is press button2?
Turn Right
Is press button3?
Turn left

Skeleton

```
int main()
{
  /* If you press button4 = 1 :
   Yes:  speed b();
    If button4 = 1
     Yes : speed0();
      No : wait until button1 = 1
    If button4 = 1
     Yes : speed1();
      No : wait until button1 = 1
    If button4 = 1
     Yes : speed2();
      No : wait until button1 = 1
    If button4 = 1
     Yes : speed3();
      No : wait until button1 = 1

If you press button2 = 1    turnRight();
If you press button3 = 1    turnLeft();  */
}
Void speed b()
{
/*backward , speed = 30%*/
}
Void speed0()
{
/*forward , speed = 30%*/
}

Void speed1()
{
/*forward , speed = 30%*/
}

Void speed2()
{
/*forward , speed = 60%*/
}
Void speed3()
{
/*forward , speed = 90%*/
}
Void turnRight()
{  /* increase left motor speed and decrease right motor*/ }
Void turnLeft()
{ /* increase Right motor speed and decrease left motor*/ }
```