Core1
16mA

core 2

```
#include <iostream>

extern "C" int InitHardware();
extern "C" int WriteDigital(int chan, char level);
extern "C" int Sleep(int sec, int usec);

int main(){
	for(int i = 0;i < 5;i++){
		InitHardware();
		WriteDigital(7,1);
		Sleep(1,0);
		WriteDigital(7,0);
		Sleep(1,0);
	}
return 0;
}
```

core 3

```
#include <stdio.h>

extern "C" int InitHardware();
extern "C" int WriteDigital(int chan, char level);
extern "C" int Sleep(int sec, int usec);
extern "C" int ReadAnalog(int ch_adc);

int main(){
	InitHardware();
	while(true){
		int number = ReadAnalog(0);
		printf("%d", number);
		if (number > 100){
			WriteDigital(7,1);
		}
		else if (number < 6) {
			WriteDigital(7,0);
		}
		else {
			WriteDigital(7,0);
		}
		Sleep(0,100000);
	}
```

```
	return 0;
}
```

core4

core5

```
#include <stdio.h>

extern "C" int InitHardware();
extern "C" int WriteDigital(int chan, char level);
extern "C" int Sleep(int sec, int usec);
extern "C" int SetMotor(int motor, int dir, int speed);

in main(){
	string direction = “left”;
	turn(direction)
}
int turn(string direction){
	InitHardware();
	if (direction == “left”){
		WriteDigital(7,1);
		SetMotor(1, 0, 225);
		SetMotor(0, 1, 225);
	}
	if (direction == “right”) {
		WriteDigital(7,1);
		SetMotor(1, 1, 225);
		SetMotor(0, 0, 225);
	}
	return 0;
}
```

challange1

```
#include <stdio.h>

extern "C" int InitHardware();
extern "C" int WriteDigital(int chan, char level);
extern "C" int Sleep(int sec, int usec);
extern "C" int ReadAnalog(int ch_adc);
extern "C" int SetMotor(int motor, int dir, int speed);

int main(){
	InitHardware();
	while(true){
		int number = ReadAnalog(0);
```

```
		printf("%d", number);
		if (number > 150){
			WriteDigital(7,1);
			SetMotor(1, 1, 0);
		}
		else if (number < 6) {
			WriteDigital(7,0);
			SetMotor(1, 1, 0);
		}
		else {
			WriteDigital(7,0);
			SetMotor(1, 1, 150);
		}
		Sleep(0,100000);
	}
	return 0;
}
```