void turnRight();   
void turnLeft();  
void moveForward(float distance, int speed); // in millimeters and millimeters per second  
void moveBackward(float distance, int speed);  
  
int main()  
{  
    create\_connect();  
      
    moveForward(10,100);  
      
    //turnLeft();  
    //int b = get\_create\_total\_angle();  
    //printf("angle is %i", b);  
    //set\_create\_total\_angle(0);  
    //int b = get\_create\_total\_angle();  
    //printf("the starting degree is %i degress", b);  
    //turnRight();  
    /\*int a = get\_create\_total\_angle();  
    printf("The distance so far is %i mm", a );\*/  
    create\_disconnect();  
    return 0;  
}  
  
void turnRight(){  
    while(1){  
        if(get\_create\_total\_angle()>-86.5){  //87 more accurate on wood floor... double check on board???     
            create\_drive\_direct(50,-50);  
        }  
        else{  
            break;  
        }  
        msleep(10);  
        printf("angle : %d\n", get\_create\_total\_angle());  
    }  
}  
  
void turnLeft(){  
    create\_drive\_direct(-100,100);  
    msleep(2000);  
}  
  
void moveForward(float distance, int speed){  
    distance \*= 10.0;  
    float time = distance/speed\*1000;  
    printf("time : %g\n", time);  
    create\_drive\_direct(speed,speed);  
    msleep(time);  
}  
  
void moveBackward(float distance, int speed){  
    distance \*= 10;  
    create\_drive\_direct(-speed,-speed);  
    msleep((distance/speed)\*1000);  
}