

```

clc; clear;
brickOne = ConnectBrick('EV3LL');
while 1
    brickOne.SetColorMode(2, 2);
    color = brickOne.ColorCode(2);
    disp('color');
    disp(color);
    if (color == 5)
        disp('1');
        brickOne.MoveMotor('BC', 0);
        pause(4.0);
        brickOne.MoveMotor('BC', -50);
        pause(1);
    end
    disp('color');
    disp(color);
    brickOne.MoveMotor('BC', -50);
    distance = brickOne.UltrasonicDist(1);
    reading1 = brickOne.TouchPressed(3);
    reading2 = brickOne.TouchPressed(4);
    if((reading1 == 1) || (reading2 == 1))
        brickOne.MoveMotor('BC', 0);
        pause(1);
        brickOne.MoveMotor('BC', 50);
        pause(.66);
        brickOne.MoveMotor('BC', 0);
        brickOne.MoveMotor('B', 50);
        brickOne.MoveMotor('C', -50);
        pause(.75);
    elseif ((distance > 75) && (distance < 255))
        pause(.5);
        brickOne.MoveMotor('B', -50);
        brickOne.MoveMotor('C', 50);
        pause(.75);
        brickOne.MoveMotor('BC', -50);
        pause(1);
    elseif ((distance > 50) && (distance < 255))
        pause(.5);
        brickOne.MoveMotor('B', -50);
        brickOne.MoveMotor('C', 50);
        pause(.75);
    end
    disp('color');
    disp(color);
    color = brickOne.ColorCode(2);
    if (color == 5)
        disp('1');
        brickOne.MoveMotor('BC', 0);
        pause(4.0);

```

```
        brickOne.MoveMotor('BC', -25);  
        pause(1);  
    end  
    brickOne.MoveMotor('BC', -50);  
    pause(.5);  
end
```