I want to use a wall hugging method of navigating the maze.

First I want to set the robot down, and it will determine if there is a wall to the left or right and it will set sensor to 1 or 0 for right or left respectively. Then sensor on will determine if we are by the wall. Consider thresholds for left and right boundaries at the same time.

If (Sensoron == 1){

moveforward()

}

if(Sensoron==0){

if (sensor ==0){

rotateleft()

moveforward

rotateright()

} if (sensor == 1)

rotateright()

moveforward

rotateleft()

} if (sensorcenter ==0 and sensoron ==0){

If (sensor == 0){

moveforward()

rotateleft()

moveforward()

rotateright()

moveforward()

}

if (sensorcenter ==0 and sensoron ==0){

If (sensor == 1){

moveforward()

rotateright()

moveforward()

rotateleft()

moveforward()

}