

```
#define s0 A0
#define s1 A1
#define s2 A2
#define s3 A3
#define s4 A4
#define rmotor 7
#define lmotor 8
```

```
void setup() {
  pinMode(1,INPUT);
  pinMode(2,INPUT);
  pinMode(3,INPUT);
  pinMode(4,INPUT);
  pinMode(5,INPUT);
  pinMode(7,OUTPUT);
  pinMode(8,OUTPUT);
```

```
}
```

```
void loop() {
  if ( analogRead(s0==LOW) && analogRead(s1,s2,s3,s4==HIGH))
  {digitalWrite(lmotor,HIGH);
  digitalWrite(rmotor,HIGH);}
  else if (s0,s1,s2,s3,s4==LOW)
  {digitalWrite(lmotor,HIGH) ;
  digitalWrite(rmotor,HIGH);
  }
  else if ((analogRead(s0,s4==LOW ) && analogRead(s1,s2,s3==HIGH)) ||
  ||analogRead(s3,s4==LOW) && analogRead(s0,s1,s2==HIGH))
  {digitalWrite(lmotor,LOW);
  digitalWrite(rmotor,HIGH);}
  else if ((analogRead(s0,s1==LOW) && analogRead(s2,s3,s4==HIGH)) ||
  analogRead((s1,s2==HIGH) && analogRead(s0,s3,s4==HIGH)))
  {digitalWrite(lmotor,HIGH);
  digitalWrite(rmotor,LOW); }
  else if (analogRead(s0 == HIGH) && analogRead(s1,s2,s3,s4 == LOW) ||
  (analogRead(s0,s2,s3==HIGH) && analogRead(s1,s4==LOW)))
  {digitalWrite(lmotor,LOW);
  digitalWrite(rmotor,HIGH);}
  else if analogRead(s0,s1,s2,s3,s4==HIGH)
  {digitalWrite(lmotor,HIGH);
  digitalWrite(rmotor,HIGH);
  }
}
```

```
else  
{digitalWrite(lmotor,LOW);  
digitalWrite(rmotor,LOW);}  
}
```