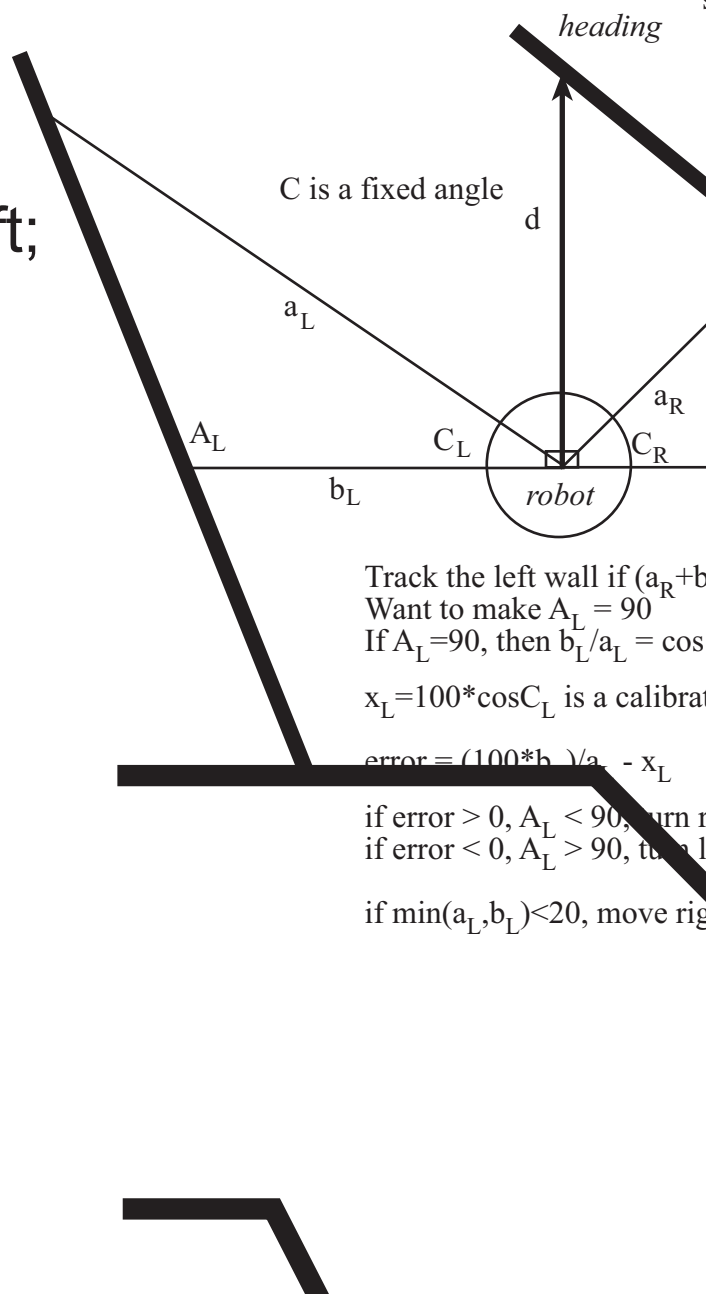
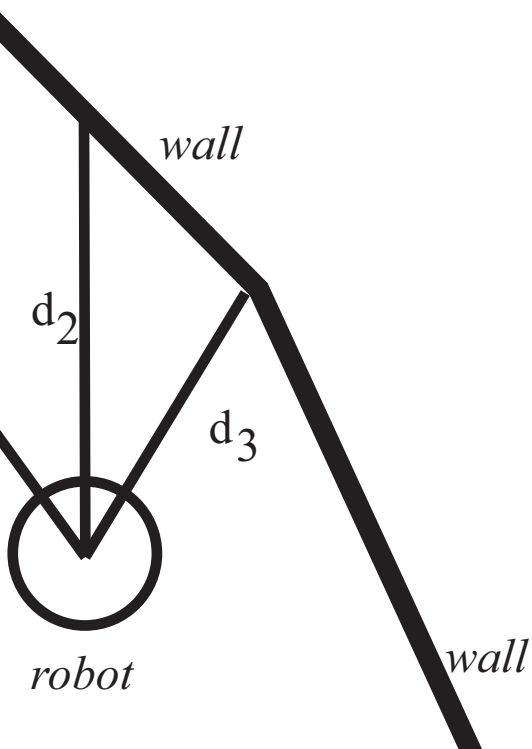


if($a+b > 40$) turn soft right;
 else if($a+b < 20$) turn soft left;
 else if($b > a$) turn left;
 else if($a > b$) turn right;



Track the left wall if ($a_R + b_R > 40$)
 Want to make $A_L = 90$
 If $A_L = 90$, then $b_L / a_L = \cos C_L$
 $x_L = 100 * \cos C_L$ is a calibration
 $error = (100 * b_L) / a_L - x_L$
 if $error > 0$, $A_L < 90$, turn right
 if $error < 0$, $A_L > 90$, turn left
 if $\min(a_L, b_L) < 20$, move right