#include <AFMotor.h>

AF\_DCMotor motor3(3);

AF\_DCMotor motor1(1);

void setup() {

 //please work

}

void loop() {

motor3.setSpeed(200);

motor3.run(BACKWARD);

delay(2000);

motor3.run(RELEASE);

delay(10000);

motor1.setSpeed(200);

motor1.run(FORWARD);

delay(250);

motor1.run(RELEASE);

delay(3000);

motor1.run(BACKWARD);

delay(250);

motor1.run(RELEASE);

delay(3000);

motor3.run(FORWARD);

delay(2000);

motor3.run(RELEASE);

delay(1000);

motor1.run(FORWARD);

delay(2000);

motor1.run(RELEASE);

delay(2000);

motor3.run(BACKWARD);

delay(2000);

motor3.run(RELEASE);

delay(10000);

motor1.run(FORWARD);

delay(250);

motor1.run(RELEASE);

delay(3000);

motor1.run(BACKWARD);

delay(250);

motor1.run(RELEASE);

delay(3000);

motor3.run(FORWARD);

delay(2000);

motor3.run(RELEASE);

delay(1000);

motor1.run(FORWARD);

delay(2000);

motor1.run(RELEASE);

delay(2000);

motor3.run(BACKWARD);

delay(2000);

motor3.run(RELEASE);

delay(10000);

motor1.run(FORWARD);

delay(250);

motor1.run(RELEASE);

delay(3000);

motor1.run(BACKWARD);

delay(250);

motor1.run(RELEASE);

delay(3000);

motor3.run(FORWARD);

delay(2000);

motor3.run(RELEASE);

delay(1000);

motor1.run(FORWARD);

delay(2000);

motor1.run(RELEASE);

delay(2000);

motor3.run(BACKWARD);

delay(2000);

motor3.run(RELEASE);

delay(1000);

motor1.run(FORWARD);

delay(250);

motor1.run(RELEASE);

delay(3000);

motor1.run(BACKWARD);

delay(250);

motor1.run(RELEASE);

delay(3000);

motor3.run(FORWARD);

delay(2000);

motor3.run(RELEASE);

delay(2000);

motor1.run(BACKWARD);

delay(4000);

motor1.run(RELEASE);

delay(10000);

}