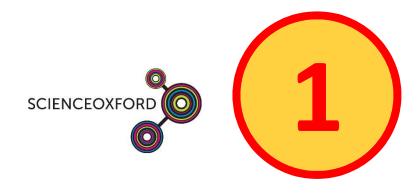
This is your first program, to display an image when Button A is pressed. Add it underneath the code that is already there.

while True:

if button_a.was_pressed():
display.show(Image.HAPPY)

Copy this code exactly, making sure you pay attention to:

- CAPITAL LETTERS
- brackets ()
- colons:
- indented spaces



while True:

if button_a.was_pressed():

display.show(Image.HAPPY)

forward(500)

left_turn(100)

forward(100)

right_turn(100)

stop(100)

Test out this example code!

How far does the buggy move forward on **500**ms, vs **100**ms?

Does the buggy turn far enough in 100ms?

The buggy will do each command in order.

Work out the algorithm needed to get the buggy to follow the path.



