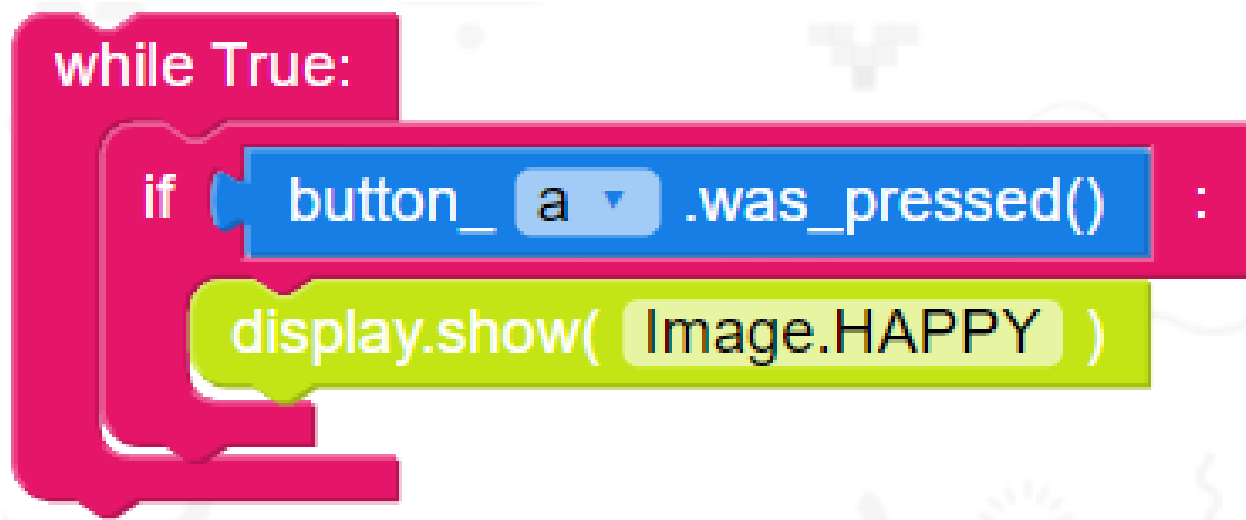


This is your first program, to display an image when Button A is pressed. **Connect it under the code that is already there.**



Connect the blocks and, when typing, 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!

You will need to use a blank block for the new commands:

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

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.



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