

FUNCTION Checkcolour (colour Sensor Input: STRING) RETURNS STR
DECLARE Inputcolour: STRING.
Black = #000000
White = " # FFFFFF "
Input colour Sensor Input.
IF InputColour = Black THEN
RETURN "Black"
ELSE IF Input Colour = WHITE THEN
RETURN "White"
ENDIF
ENDFUNCTION

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## Main Pro	
	e robot to the first lett branch
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	Sensor Colour Input: STRING
Left Sort	
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VHILE Let	FISORT = FALSE
//Input \	lake from coloursensor into [coloursensorInput]
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IF Check	(Colour (Colour Sensor Input) = "Black" THEN
	e robot to the second raw
INPUT	Colour Sensor Input
IF U	reck Colour (Colour Sensor Imput) = "Black" THEN
// mou	e robot to the third row
IN	IPUT Colour Sensor Inquit
IF	CheckColour (Colour Sensor Ingut) = "Black" THEN.
	leftSort - TRUE
EL	SE
	I use claw to carry box
3 -> 3]	Il move opposite side of the robot to the 3rd row of the right
	INPUT COlour Sensor Input
	If CheckColour (colour Sensor Input) = "Black" T
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11 Grab block on the Right side	
11 0 1 do - hat 101 150	
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Il Place block on left side after moving backe [3-3]	iny
1/ Move to 10W-2 right branch. [3-2]	
TAIPHT COLOUSPOSON INSUT	
If the iccolor(Colour sensor Inguit) = "BLOWH" THEN.	
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// Rotate by 180 3	
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1/ move to row - 1 right branch [3 -> 1]	
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// Grab block on He right	
// Rotate by 180	
// Place block on the right side	
[[3-)] inv] // Go back to row on the left and place offerblood	k.
ENDIF	
ENDIF	
ENDIF	
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11 Rotate 180 mg
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11 Place block
2-12] inv] I Go back to row 2 on the left and place offer block.
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1 move to the 1st Row on the right side [2->1]
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// Grab black on He right side.
1/ rotate 180°
// Place block
[2-1] inv] // Goback to row 2 on the left and place after block.
ENDIF Classic Impressions (Pvt) Ltd
ENDIF
ENDIF

// move to the 2nd Row on the right side [1 -> 2] INPUT coloursensorIngut If Check colour (ColoursensorIngut) = "Black" THEN // Grab book on the right branch. // Rotate robot by 160 // Place book on the right side. // Place book on the right side and place of the rise I move to the 1st Row on the right side [1 -> 1] INPUT coloursensorIngut If Check Colour (ColoursensorIngut) = "Black" THEN // Grab box on the right branch // Grab box on the right branch	ELSE	II. lottendo
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// Grab box on the right branch // betate bobot by 180		If Checklolour (ColourSensor Input) = "Black" THEN
/ Rotate Gobot by 160		
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The state of the s		// Place box on the right side
		ENDIF

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ENDWHILE	
IF LettSort = TRUE THEN	
/ Take Robot to the end point.	X St. S. C. S.