CODE FOR COMPETITION

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RMTT ESP32 starts
HuskyLens initialize pin  until success
HuskyLens switch algorithm to Object classification
start control
wait 3 seconds
breath LED with color  frequency(Hz) 1
motor on
take off
start up thread 1
wait 2 seconds
fly forward 30 cm
wait 2 seconds
fly left 20 cm
wait 2 seconds
fly up 62 cm
wait 2 seconds
rotate counterClockwise 90 degree
wait 2 seconds
fly right 60 cm
wait 2 seconds
fly right 60 cm
wait 2 seconds
rotate counterClockwise 120 degree
wait 2 seconds
fly forward 150 cm
wait 2 seconds
rotate counterClockwise 45 degree
wait 2 seconds
fly left 60 cm
wait 2 seconds
fly left 60 cm
wait 2 seconds
fly down 58 cm
wait 2 seconds
rotate counterClockwise 90 degree
wait 2 seconds
fly down 58 cm
wait 2 seconds
fly left 20 cm
wait 2 seconds
fly left 50 cm
wait 2 seconds
Stop motion and hover
wait 1 seconds
stop thread 1
land
```

```
thread 1 starts
forever
if HuskyLens check if ID 1 frame is on screen from the result? then
    HuskyLens name ID 1 of the current algorithm as "Zebra"
    set breath lights R: 0 G: 255 B: 0 frequency(Hz): 1
else if HuskyLens check if ID 2 frame is on screen from the result? then
    HuskyLens name ID 2 of the current algorithm as "Tiger"
    set breath lights R: 255 G: 255 B: 0 frequency(Hz): 1
else if HuskyLens check if ID 3 frame is on screen from the result? then
    HuskyLens name ID 3 of the current algorithm as "Elephant"
    set breath lights R: 204 G: 51 B: 204 frequency(Hz): 1
else if HuskyLens check if ID 4 frame is on screen from the result? then
    HuskyLens name ID 4 of the current algorithm as "Panda"
    set breath lights R: 0 G: 0 B: 225 frequency(Hz): 1
else if HuskyLens check if ID 5 frame is on screen from the result? then
    HuskyLens name ID 5 of the current algorithm as "Hunter 1"
    set breath lights R: 0 G: 255 B: 255 frequency(Hz): 1
else if HuskyLens check if ID 6 frame is on screen from the result? then
    HuskyLens name ID 5 of the current algorithm as "Hunter 1"
    set breath lights R: 0 G: 255 B: 255 frequency(Hz): 1
else if HuskyLens check if ID 6 frame is on screen from the result? then
    HuskyLens name ID 6 of the current algorithm as "Hunter 2(with duck)"
    set breath lights R: 255 G: 204 B: 0 frequency(Hz): 1
else if HuskyLens check if ID 7 frame is on screen from the result? then
    HuskyLens name ID 7 of the current algorithm as "Visitor 1(girl)"
    set breath lights R: 0 G: 255 B: 0 frequency(Hz): 1
else if HuskyLens check if ID 8 frame is on screen from the result? then
    HuskyLens name ID 8 of the current algorithm as "Hunter 1"
    set breath lights R: 255 G: 204 B: 255 frequency(Hz): 1
```