First Digit (Distance Sensor)

* 0 → doesn’t see anything
* 1 → sees something

Second Digit (1st IR Sensor)

* 0 → White
* 1 → Black

Third Digit (2nd IR Sensor)

* 0 → White
* 1 → Black

Fourth Digit (3rd IR Sensor)

* 0 → White
* 1 → Black
* 0000
  + Avoid White
* 0001
  + Avoid White
  + Fast Left
* 0010
  + Avoid White
* 0011
  + Avoid White
  + Fast Left
* 0100
  + Avoid White
  + Fast Right
* 0101
  + Avoid White
* 0110
  + Avoid White
  + Fast Right
* 0111
  + Spin
* 1000
  + Avoid White
* 1001
  + Avoid White
  + Fast Left
* 1010
  + Avoid White
* 1011
  + Avoid White
  + Fast Left
* 1100
  + Avoid White
  + Fast Right
* 1101
  + Avoid White
* 1110
  + Avoid White
  + Fast Right
* 1111
  + Move Forward