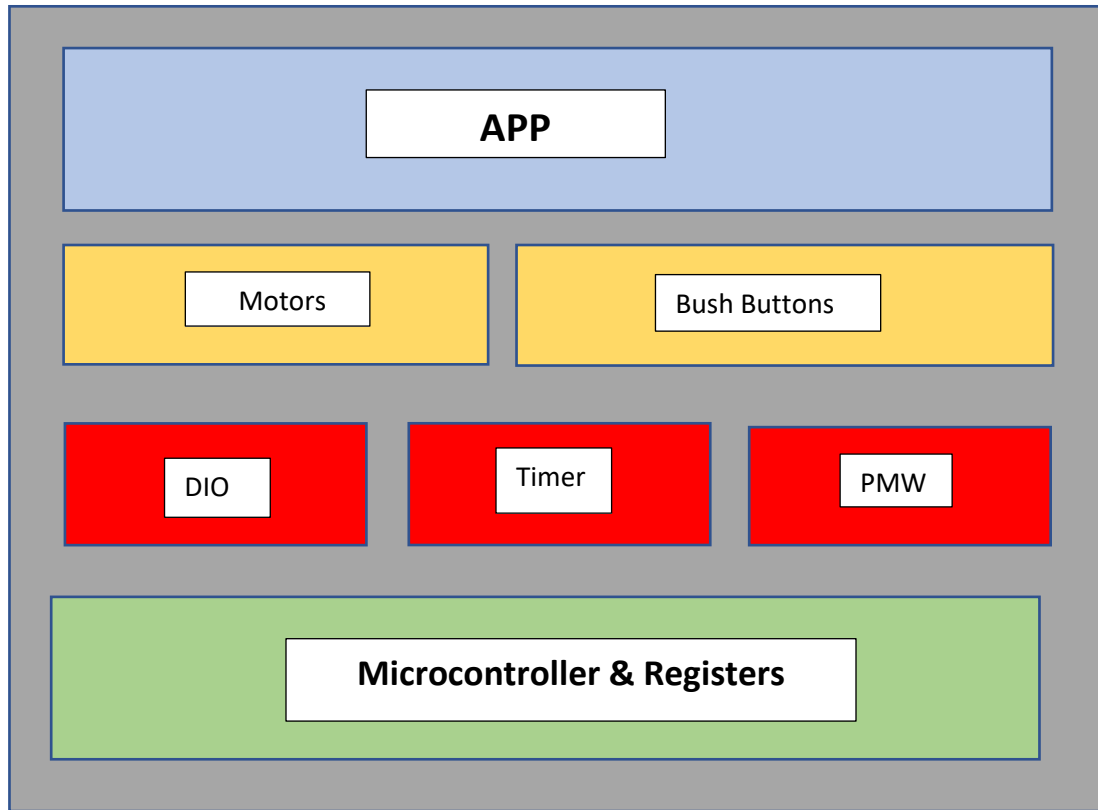
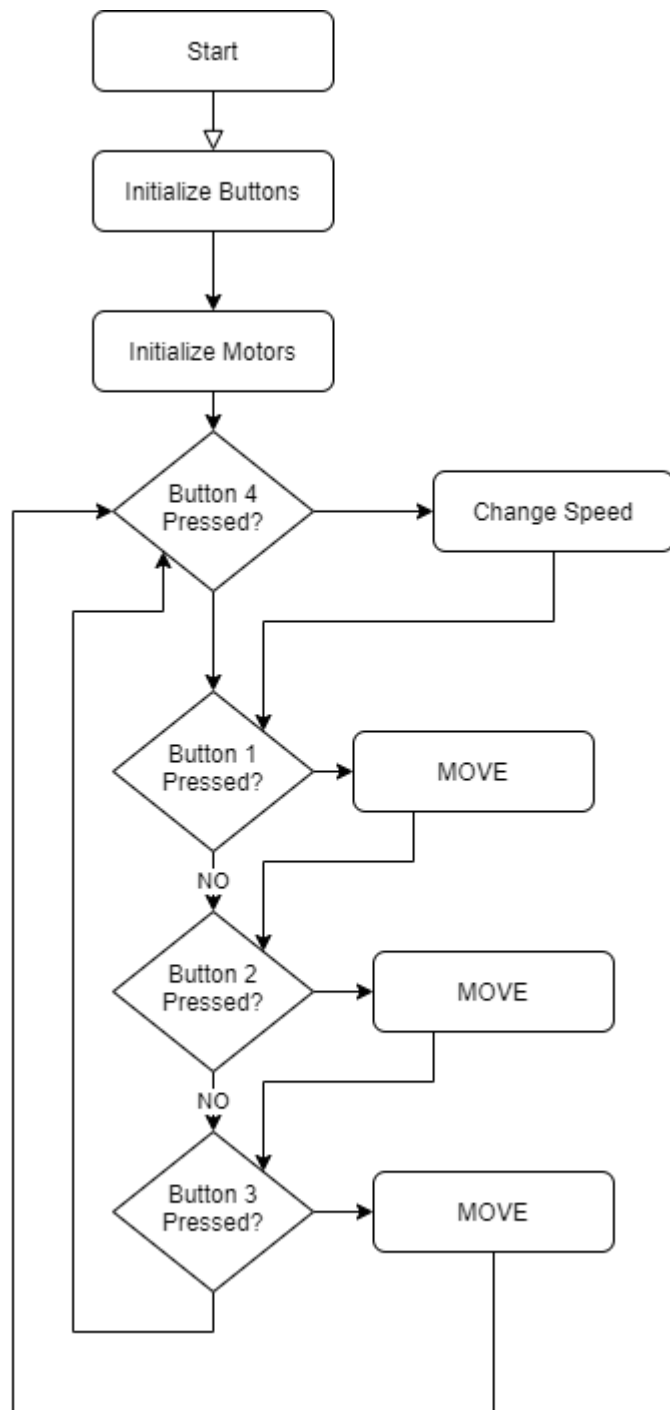


Static Design



Flow Chart



Skeleton

```
int main()
{
    If (you press button4):
        Switch(current_speed)
            1: speed b();
            2: speed 0
            3: speed 1
            4: speed 2
            5: speed 3
    If (press button1) :
        Move();
    If (press button2) :
        TurnRight();
    If (press button3) :
        TurnLeft();
}

Void speed b()
{
    // Move backward With speed = 30%
}

Void speed0()
{
    // Move forward With speed = 0%
}

Void speed1()
{
    // Move forward With speed = 30%*
}

Void speed2()
{
    // Move forward With speed = 60%*
}

Void speed3()
{
    // Move forward With speed = 90%*
}

Void turnRight()
{
    // increase left motor speed and decrease right motor to move Right
}

Void turnLeft()
{
    // increase Right motor speed and decrease left motor to move Left
}
```