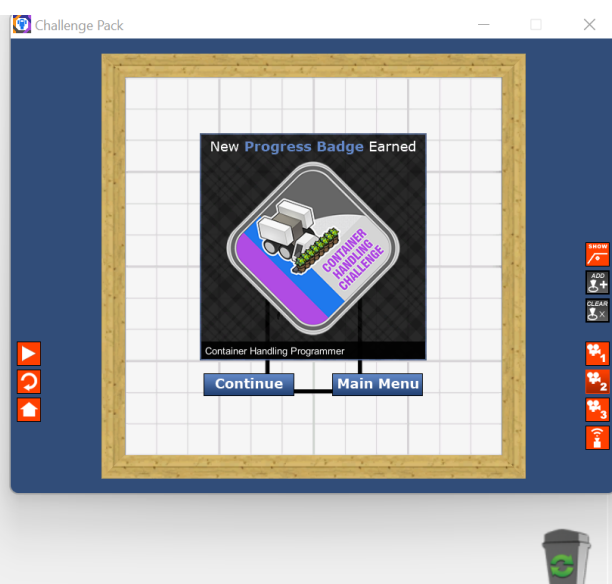


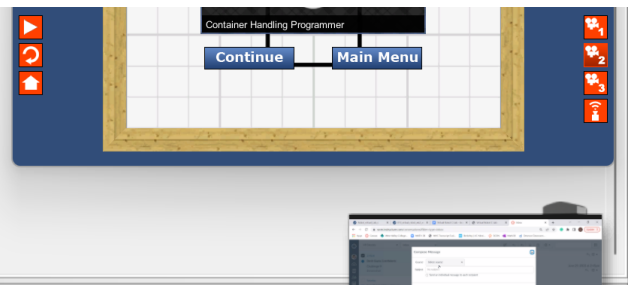
```

1 resetGyro ( gyroSensor );
2 setMotor ( leftMotor , -50 );
3 setMotor ( rightMotor , 50 );
4 waitUntil ( getGyroDegrees(gyroSensor) > 90 );
5 setMotor ( leftMotor , 50 );
6 wait ( 3 , seconds );
7 resetGyro ( gyroSensor );
8 setMotor ( rightMotor , -50 );
9 waitUntil ( getGyroDegrees(gyroSensor) < -90 );
10 setMotor ( rightMotor , 50 );
11 wait ( 8.6 , seconds );
12 resetGyro ( gyroSensor );
13 setMotor ( rightMotor , -50 );
14 waitUntil ( getGyroDegrees(gyroSensor) < -90 );
15 setMotor ( rightMotor , 50 );
16 wait ( 3 , seconds );

```



```
17 resetGyro ( gyroSensor );
18 setMotor ( rightMotor , -50 );
19 waitUntil ( getGyroDegrees(gyroSensor) < -90 );
20 setMotor ( rightMotor , 50 );
21 wait ( 7 , seconds );
22 stopAllMotors ( );
23 }
```



1

setMultipleMotors (50 , leftMotor , rightMotor , noMotor , noMotor);

2

wait (2.8 , seconds);

3

repeat (forever) {

4

setMultipleMotors (50 , leftMotor , rightMotor , noMotor , noMotor);

5

wait (0.8 , seconds);

6

resetGyro (gyroSensor);

7

moveMotor (clawMotor , 0.3 , seconds , 50);

8

if (getColorName(colorDetector) == colorGreen) {

9

setMotor (rightMotor , -50);

10

waitUntil (getGyroDegrees(gyroSensor) < -90);

11

setMotor (rightMotor , 50);

12

wait (0.5 , seconds);

13

setMotor (clawMotor , -50);

14

setMotor (leftMotor , -50);

15

setMotor (rightMotor , -50);

16

wait (0.5 , seconds);

Challenge Pack

Program Flow > Strawberry Plant Challenge

New Progress Badge Earned

A diamond-shaped badge with a black border. Inside, there's a stylized illustration of a strawberry plant with red fruit and green leaves, set against a background of colorful geometric shapes (red, blue, green, yellow). The text 'STRAWBERRY PLANT SORTER PROGRAMMER' is written in a circular path around the illustration.

Strawberry Plant Sorter Programmer

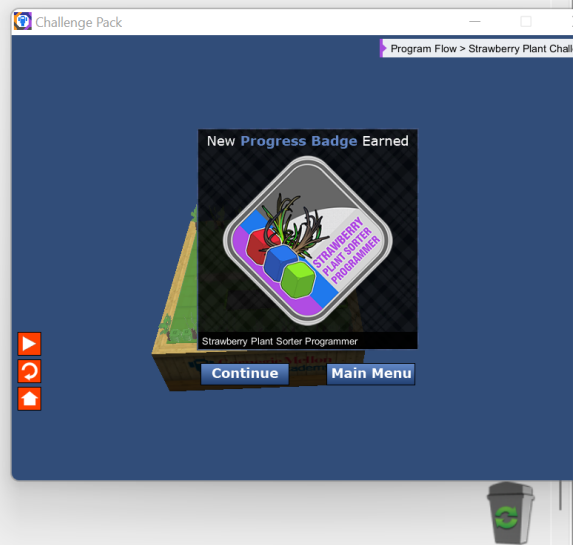
ContinueMain Menu

A 3D game scene showing a green field with a yellow and black striped barrier. In the background, there are green trees and a blue sky. A small robot car is visible in the foreground. The scene is part of a 'Challenge Pack' titled 'Strawberry Plant Challenge'.

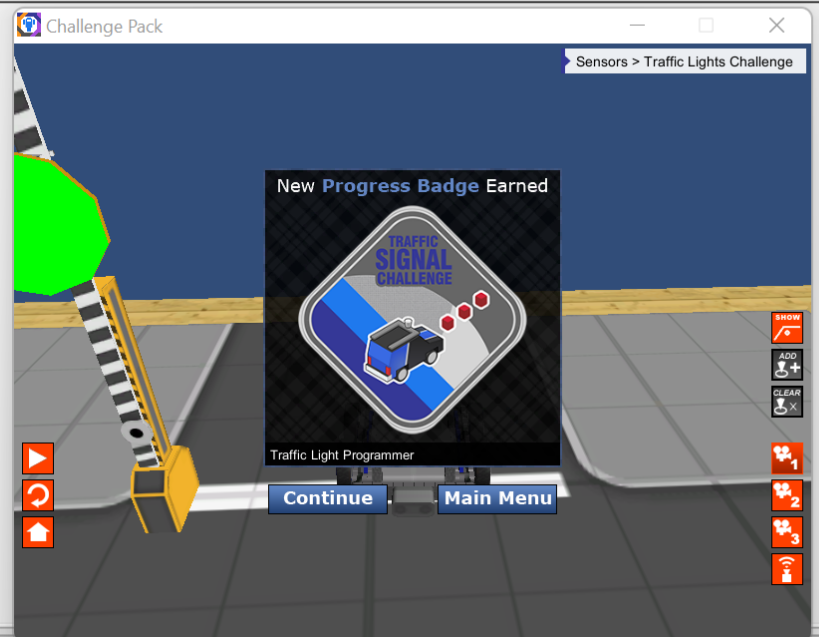
```

16 wait ( 0.5 , seconds );
17 setMotor ( rightMotor , 50 );
18 waitUntil ( getGyroDegrees(gyroSensor) > 0 );
19 } else {
20 setMotor ( leftMotor , -50 );
21 waitUntil ( getGyroDegrees(gyroSensor) > 90 );
22 setMotor ( leftMotor , 50 );
23 wait ( 0.5 , seconds );
24 setMotor ( clawMotor , -50 );
25 setMotor ( leftMotor , -30 );
26 setMotor ( rightMotor , -30 );
27 wait ( 0.5 , seconds );
28 moveMotor ( clawMotor , 0.3 , seconds , -50 );
29 setMotor ( leftMotor , 50 );
30 waitUntil ( getGyroDegrees(gyroSensor) < 0 );
31 }
32 }

```



```
1 repeat (forever) {  
2   waitUntil ( getColorName(colorDetector) != colorRed );  
3   setMultipleMotors ( 50, leftMotor, rightMotor, noMotor, noMotor );  
4   wait ( 1, seconds );  
5   stopAllMotors ( );  
6 }  
7
```



```
e Edit View Robot Window Help
New File Open File Save Res... Stop Exit Debugger Compile Program Download Robot

< Start Page | Graphical005.rbg | Challenge 9.rbg | Challenge 10.rbg*

1> resetGyro ( gyroSensor );
2> setMotor ( leftMotor , -50 );
3> setMotor ( rightMotor , 50 );
4> waitUntil ( getGyroDegrees(gyroSensor) > 135 );
5> setMultipleMotors ( -50 , leftMotor , rightMotor , noMotor );
6> wait ( 7.25 , seconds );
7> stopAllMotors ( );
8> repeat ( forever ) {
9>   resetGyro ( gyroSensor );
10>   setMotor ( leftMotor , -50 );
11>   setMotor ( rightMotor , 50 );
12>   waitUntil ( getGyroDegrees(gyroSensor) > 90 );
13>   setMultipleMotors ( -50 , leftMotor , rightMotor , noMotor , noMotor );
14>   wait ( 6 , seconds );
15>   setMotor ( leftMotor , 50 );
16>   setMotor ( rightMotor , 50 );
17>   wait ( 6 , seconds );
```

