

dass. anglina (anitroller) 100
method: 1. detecte_start, () {

reture book detection_stort;

2. report_A_B (A.B) E

reture fne_A, tne_B;

3. fell_alour (alour) {

4. gane-start () {

retre book gane-start;

rethod: 1, cal-A-B () {

rethe A.B

2. Pick-puck (bol CR) {

3. cal_tor_boardes(freA, the B){

recure: L-B R-B- TB BB

T-P

class: mage Mang rechod: 1, detect-abour () &

retire alour;

2. detecte_puck (alour) ?'

seture X. Y

?

3. Nat position near puck Puck_right_left (){

reture bool KR;

) >

dass, mae-turtlebut nochod: d. move-tapoint (Xi4, O) {

reture bol read-goal;

NOTE: String flag = "___"

glishal cartables.

Left - Board Right Board

Top-Board Boerom-Board