```csharp
 1 using OpenCvSharp;
 2 using System;
 3 using System.Collections.Generic;
 4 using System.Linq;
 5 using System.Text;
 6 using System.Threading.Tasks;
 7
 8 namespace Turkmite
 9 {
10     public class ColorTurkmite : TurkmiteBase
11     {
12         public ColorTurkmite(Mat image) : base(image)
13         {
14         }
15         public readonly Vec3b black = new Vec3b(0, 0, 0);
16         public readonly Vec3b red = new Vec3b(0, 0, 255);
17         public readonly Vec3b yellow = new Vec3b(0, 255, 255);
18
19         public override int PreferredStepCount => 50000;
20
21         protected override (Vec3b newColor, int turn) GetStep(Vec3b
              currentColor)
22         {
23             return currentColor == black ? (red, 1) :
                  ( currentColor==red ? (yellow, -1) : (black, -1));
24         }
25     }
26 }
27
```