from vexcode import \*

def colorDatas(bright):

global color

colorDict = {

58.7:"GREEN",

11.4:"BLUE",

29.9:"RED",

}

return colorDict.get(bright,"NONE")

def mazeSolver():

global bright

global color

global rnd

global i

bright = 31

color = "TEMP"

rnd = 0

while rnd < 2:

i = 0

bright = down\_eye.brightness(PERCENT)

color = colorDatas(bright)

if color == "GREEN":

wait(5,MSEC)

drivetrain.turn\_for(RIGHT, 90, DEGREES)

if i == 0:

brain.print(color)

brain.new\_line()

i += 1

elif color == "BLUE":

wait(5,MSEC)

drivetrain.turn\_for(LEFT, 90, DEGREES)

if i == 0:

brain.print(color)

brain.new\_line()

i += 1

elif color == "RED":

wait(5,MSEC)

if i == 0:

brain.print(color)

brain.new\_line()

i += 1

if rnd == 1:

break

else:

wait(5,MSEC)

rnd += 1

drivetrain.turn\_for(RIGHT, 90, DEGREES)

drivetrain.drive\_for(FORWARD, 1250, MM)

drivetrain.turn\_for(RIGHT, 90, DEGREES)

else:

drivetrain.drive(FORWARD)

wait(5,MSEC)

drivetrain.stop()

def main():

drivetrain.set\_drive\_velocity(100, PERCENT)

mazeSolver()

stop\_project()

vr\_thread(main())