**capstoneProject\_L1**

from vexcode import \*

def capstone1():

global total

global result

global true

global false

global lineCounter

true = 1

false = 0

lineCounter = 0

total = []

result = []

drivetrain.drive(FORWARD)

while not distance.get\_distance(MM) < 75:

wait(5,MSEC)

if not down\_eye.detect(NONE):

if down\_eye.detect(GREEN):

total.append(true)

lineCounter = len(total)

brain.print(lineCounter,". Line: ",true)

brain.new\_line()

elif down\_eye.detect(BLUE):

total.append(false)

lineCounter = len(total)

brain.print(lineCounter,". Line: ",false)

brain.new\_line()

while not down\_eye.detect(NONE):

wait(5,MSEC)

drivetrain.stop()

for x in total[::-1]:

result.append(x)

brain.print("Result: ")

for x in result:

brain.print(result[x])

def main():

capstone1()

stop\_project()

vr\_thread(main())

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