from vexcode import \*

def locSensing():

while brain.timer\_time(SECONDS) <14:

brain.clear()

brain.print(location.position(X, MM))

brain.new\_line()

brain.print(location.position(Y, MM))

brain.new\_line()

brain.print(location.position(X, INCHES))

brain.new\_line()

brain.print(location.position(Y, INCHES))

brain.new\_line()

brain.print(location.position\_angle(DEGREES))

drivetrain.drive\_for(FORWARD, 200, MM)

drivetrain.turn\_for(RIGHT, 4, DEGREES)

wait(20,MSEC)

drivetrain.stop()

def main():

locSensing()

stop\_project()

vr\_thread(main())