from vexcode import \*

def locNumberFive():

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

drivetrain.drive(FORWARD)

while not location.position(X, MM) > -100:

brain.clear()

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

brain.new\_line()

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

brain.new\_line()

wait(10,MSEC)

drivetrain.stop()

wait(2,MSEC)

drivetrain.turn\_for(RIGHT, 180, DEGREES)

drivetrain.drive(FORWARD)

while not location.position(X, MM) < -900:

brain.clear()

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

brain.new\_line()

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

wait(10,MSEC)

drivetrain.stop()

def main():

locNumberFive()

stop\_project()

vr\_thread(main())