from vexcode import \*

def locNumbers3():

#drive

drivetrain.drive(FORWARD)

while not location.position(Y, MM) > 700 :

brain.clear()

brain.print("X - MM: ", location.position(X, MM))

brain.new\_line()

brain.print("Y - MM: ", location.position(Y, MM))

brain.new\_line()

wait(10, MSEC)

drivetrain.stop()

wait(2,SECONDS)

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

drivetrain.drive(FORWARD)

while not location.position(Y, MM) < -100 :

brain.clear()

brain.print("X - MM: ", location.position(X, MM))

brain.new\_line()

brain.print("Y - MM: ", location.position(Y, MM))

brain.new\_line()

wait(10, MSEC)

drivetrain.stop()

def main():

locNumbers3()

stop\_project()

vr\_thread(main())