from vexcode import \*

def locNumbers4():

drivetrain.drive(FORWARD)

drivetrain.set\_drive\_velocity(40, PERCENT)

global lastx

global lasty

global xcounter

global ycounter

global turns

global squareNo

turns = 0

while turns < 4:

lasty = location.position(Y, MM)

lastx = location.position(X, MM)

monitor\_variable("lasty")

monitor\_variable("lastx")

monitor\_variable("squareNo")

squareNo = 0

xcounter = 0

ycounter = -10

while lastx > -1000:

lastx -= 200

xcounter += 1

while lasty > -1000:

lasty -= 200

ycounter += 10

squareNo = xcounter + ycounter

if left\_bumper.pressed():

turns += 1

drivetrain.turn\_for(RIGHT, 135, DEGREES)

drivetrain.drive(FORWARD)

wait(5,MSEC)

drivetrain.stop()

def main():

locNumbers4()

stop\_project()

vr\_thread(main())