VEX CODE VR

Student Name: Héctor Ramírez Bonilla

Assignment: Robotics #4

Notes:

Playground: Disk Mover

Project Name: Robotics4

Project Type: Blocks

Date: Fri Mar 10 2023

Playground Screenshot Not Found

```
when started

set turn velocity to ( 30 ) %

set drive velocity to ( 30 ) %

repeat ( 3 )
    repeat ( 3 )
        drive [ forward ]
        wait until < DownEye is near object? >
        energize [ Magnet ] to [ boost ]
        turn [ right ] for ( 180 ) degrees ▶
        drive [ forward ]
        wait until < FrontEye is near object? >
        energize [ Magnet ] to [ drop ]
        turn [ right ] for ( 180 ) degrees ▶

    turn [ right ] for ( 90 ) degrees ▶

    if < not ( FrontDistance in [ mm ] < 150 ) > then
        drive [ forward ] for ( 800 ) [ mm ] ▶
        turn [ left ] for ( 90 ) degrees ▶
    else
        turn [ left ] for ( 90 ) degrees ▶
```