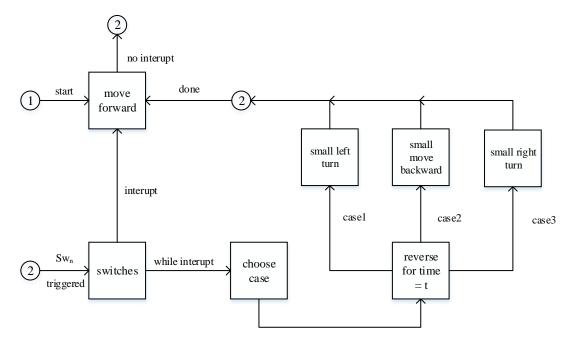
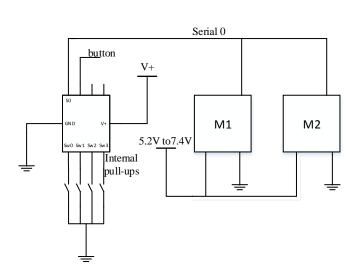
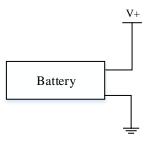


Interface Design

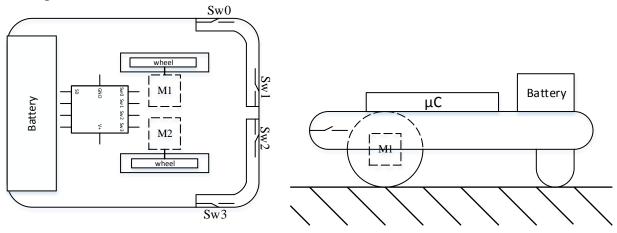






Electrical Design

## Mechanical Design



## Pseudo Code

```
void sLeft reverse()
void loop ()
        while (trigger = 1)
                                                                    wheel1 = move.backward slower
                 wheel1 = move.forward
                                                                    wheel2 = move.backward slow
                 wheel2 = move.forward
                                                                    trigger = 1
                                                                    return (trigger)
        check trigger()
        return trigger(1)
                                                            void sright_reverse()
                                                                    wheel1 = move.backward slow
                                                                    wheel2 = move.backward slower
void check trigger()
        if (sw0 = 0)
                                                                    trigger = 1
                 trigger = 0
                                                                    return(trigger)
                 sLeft_reverse()
        elseif (sw1 = 0)
                                                            void sbackward revers()
                 trigger = 0
                                                                    wheel1 = move.backward slow
                 sbackward reverse()
                                                                    wheel2 = move.backward slow
        elseif (sw2 = 0)
                                                                    trigger = 1
                 trigger = 0
                                                                    return (trigger)
                 sbackward reverse()
        elseif (sw3 = 0)
                 trigger = 0
                 sright reverse()
        else
                 trigger = 1
                 return (trigger)
```