

```

1: //startup.c
2:
3: float getUserDistance() {
4:     float maxdist = 0;
5:
6:     while (!getButtonPress(buttonEnter)) {
7:         displayString(10, "Distance to clear: %1.2f", maxdist);
8:         if (getButtonPress(buttonUp)) {
9:             maxdist += 10;
10:            while(getButtonPress(buttonAny)){
11:            } else if(getButtonPress(buttonDown) && maxdist >= 10) {
12:                maxdist -=10;
13:                while(getButtonPress(buttonAny)){
14:                }
15:            }
16:            displayString(5, "Distance to clear: %f", maxdist);
17:            return maxdist;
18:        }
19:
20: void initializeSensors() {
21:     SensorType[USPORT] = sensorEV3_Ultrasonic;
22:     wait1Msec(50);
23:
24:     SensorType[TOUCHPORT] = sensorEV3_Touch;
25:     wait1Msec(50);
26:
27:     nMotorEncoder[FDRIVE] = 0;
28:     nMotorEncoder[RDRIVE] = 0;
29:     nMotorEncoder[LDSCREW] = 0;
30:     nMotorEncoder[BRUSH] = 0;
31: }
32:

```