```
def parking preparation():
vehicle.apply control(carla.VehicleControl(throttle=0.4));
sensor_obstacle_rightSide.listen(lambda_data: detect_non_players(data));
def detect_non_players(data):
  current vhcl = data.other_actor.id;
  if config.nonplayer != current vhcl and current vhcl != 0:
    config.count += 1;
    config.nonplayer = current vhcl;
  if config.count == 3:
    print('time of parking');
    frontDistance=data.distance;
    sensor_obstacle_rearRight.listen(lambda data: stablePosition(frontDistance, data));
  def stablePosition(frontDistance, event):
```

vehicle.applyControl(carla.VehicleControl(throttle=0.0, steer=0.0));

if event distance == frontDistance:

parking maneuver();