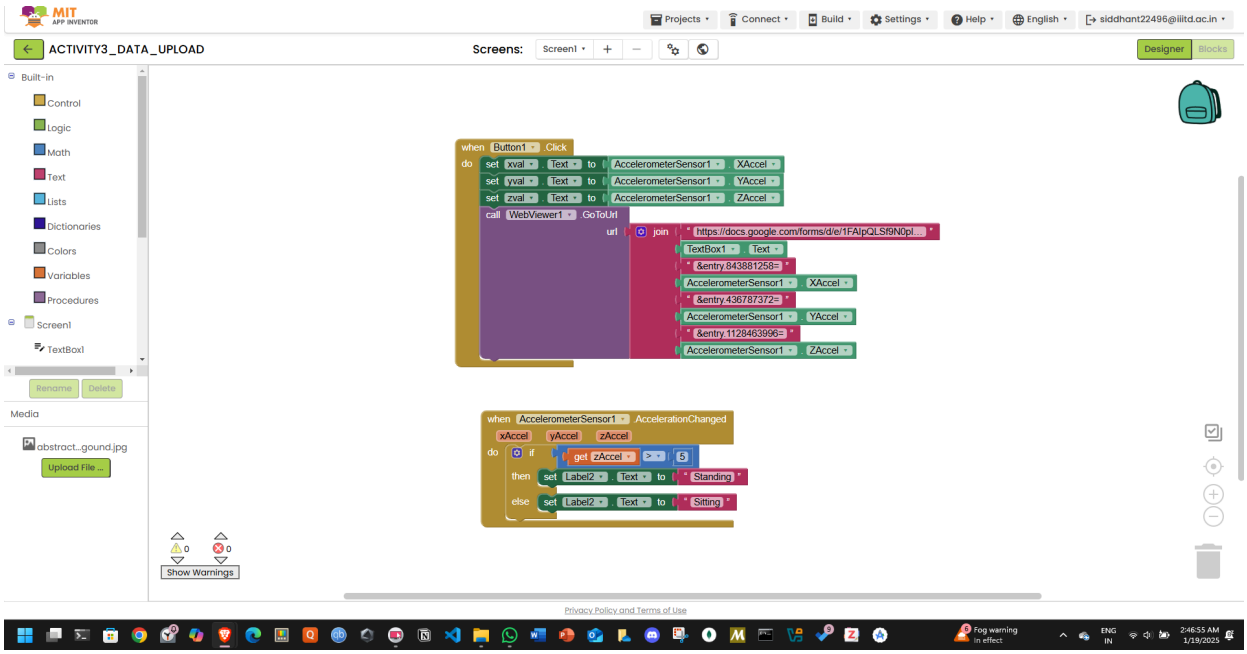
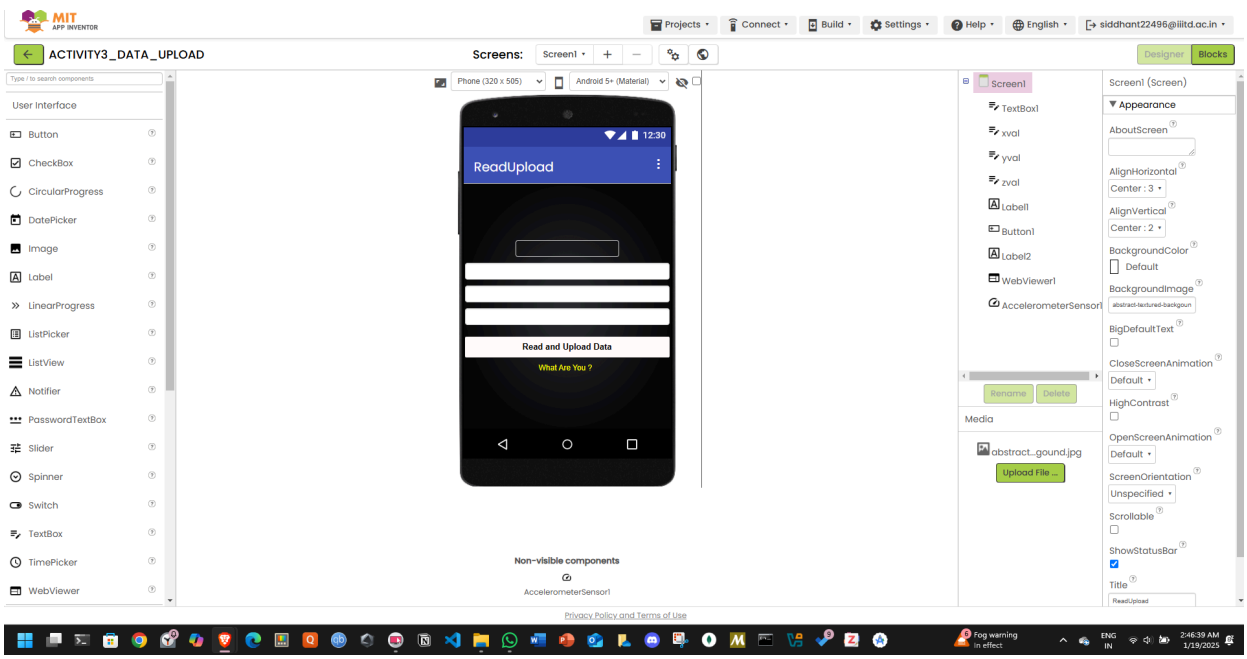
Class A3



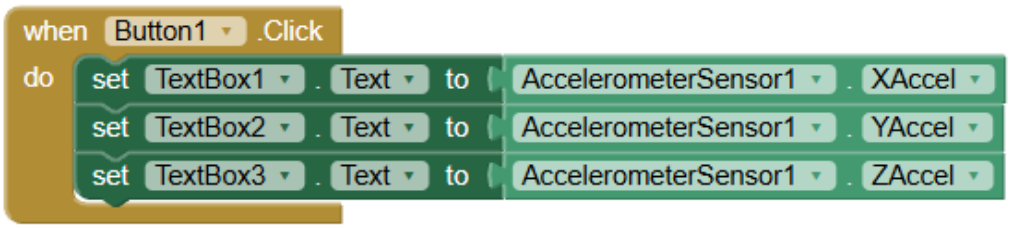


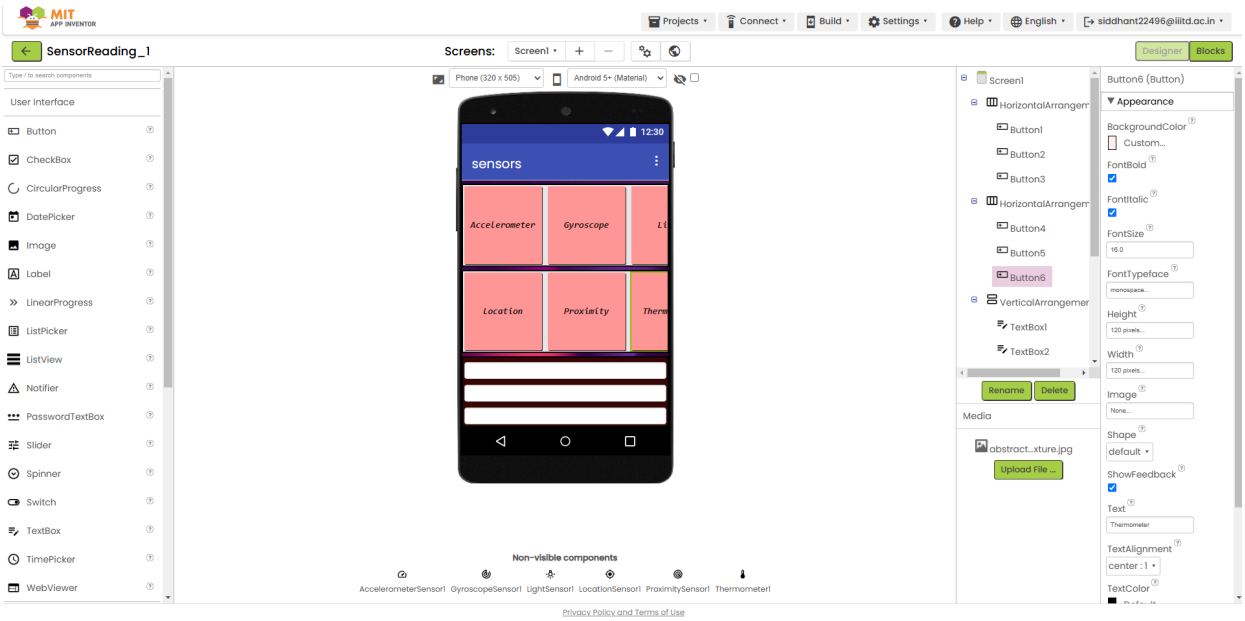
https://docs.google.com/forms/d/e/1FAIpQLSdgDf-ZIXweD8RIUR-Kh_aRaMKwaOPQ6wG6arfOhH_JpuDzNA/viewform?usp=pp_url&entry.1155114773=BALI&entry.150586709=BALI&entry.222009010=BALI&entry.1787178338=BALI

https://docs.google.com/forms/d/e/1FAIpQLSdgDf-ZlXweD8RlUR-Kh_aRaMKwaOPQ6wG6arfOhH_JpuDzNA/formResponse?submit=Submit?usp=pp_url&entry.1155114773=BALI&entry.150586709=BALI&entry.222009010=BALI&entry.1787178338=BALI

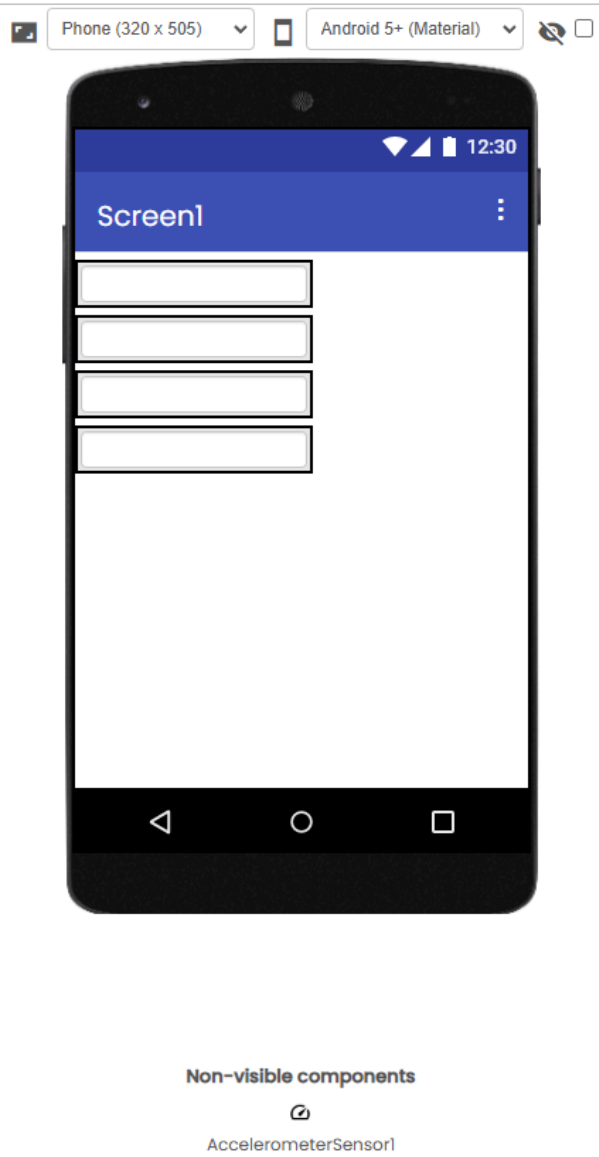
https://docs.google.com/forms/d/e/1FAIpQLSf9N0pIMl5hTn6fHDE5fsBuPSOsjqPSJ7EHnkjwUc0hfLZ2ew/formResponse?submit=Submit?usp=pp_url&entry.12540379=yourRoll&entry.843881258=datax&entry.436787372=datay&entry.1128463996=dataz

Class A2





Class A1



Non-visible components

AccelerometerSensor1


initialize global prevx to 0
initialize global prevy to 0
initialize global prevz to 0
initialize global sx to 0
initialize global sy to 0
initialize global sz to 0
set global sx to
set global sy to
set global sz to
if
then
else
when AccelerometerSensor1 AccelerationChanged
xAccel yAccel zAccel
do if
AccelerometerSensor1 XAccel ≥ get global prevx
and
AccelerometerSensor1 YAccel ≥ get global prevy
and
AccelerometerSensor1 ZAccel ≥ get global prevz
then
else