

```
#include "Main.h"
void okevL ( void )
{
    x3 = GetAnalogInput ( 3 ) ;
    while ( x3 > 180 )
    {
        x3 = GetAnalogInput ( 3 ) ;
        error = xl2 - x3 ;
        mr = mor - 0.1* error ;
        ml = mol - 0.1* error ;
        SetMotor ( 2 , mr ) ;
        SetMotor ( 3 , ml ) ;
        x3 = GetAnalogInput ( 3 ) ;
    }
    x6 = GetAnalogInput ( 6 ) ;
    while ( x6 > 140 )
    {
        SetMotor ( 2 , -70 ) ;
        SetMotor ( 3 , 70 ) ;
        x6 = GetAnalogInput ( 6 ) ;
    }
}
```