```
clear;
clc;
count = 0;
myLego = legoev3('usb'); %password is up, down, left, right
disp('Identified robot');

writeStatusLight(myLego, 'orange', 'solid'); %Sets it to a solid orange light
disp('Set as orange')

while(count < 4)
    if ((readButton(myLego,'up') == 1) && count == 0) | ...
        ((readButton(myLego,'down') == 1) && count == 1) | ...
        ((readButton(myLego,'left') == 1) && count == 2) | ...
        ((readButton(myLego, 'right') == 1) && count == 3)

        count = count + 1;
        disp(count);
        pause(.5)

    elseif ((readButton(myLego,'up') == 1) && count ~= 0) | ...
        ((readButton(myLego,'down') == 1) && count ~= 1) | ...
        ((readButton(myLego,'left') == 1) && count ~= 2) | ...
        ((readButton(myLego, 'right') == 1) && count ~= 3)

        disp('wrong button')
        count = 0;
        writeStatusLight(myLego, 'red', 'pulsing');
        pause(2);
        writeStatusLight(myLego, 'orange', 'solid');
        pause(.5)
    end
end

if count == 4
    writeStatusLight(myLego, 'green', 'solid');
    clearLCD(myLego)
    writeLCD(myLego, 'UNLOCKED')
    playTone(myLego, 500, 1, 1);
end
```

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