local robot = require("robot")

function jack()

robot.select(2)

while robot.compare()==true do

if not robot.up() then

robot.swingUp()

robot.up()

end

end

while not robot.detectDown() do

robot.down()

robot.swing()

end

robot.select(1)

robot.place()

end

function unload()

for c = 3, 16 do

robot.select(c)

if robot.count() > 0 then

robot.drop()

end

end

robot.select(1)

end

function sr()

robot.select(1)

if robot.compare() == false then

jack()

end

end

function tik()

robot.forward()

robot.turnLeft()

sr()

robot.turnAround()

sr()

robot.turnLeft()

end

function tak()

robot.forward()

robot.turnLeft()

for i=1, 3 do

robot.forward()

end

robot.turnLeft()

end

function tuk()

robot.forward()

robot.turnRight()

for i=1, 3 do

robot.forward()

end

robot.turnRight()

end

function rer()

for i=1, 9 do

robot.back()

end

robot.turnRight()

for i=1, 6 do

robot.forward()

end

robot.turnLeft()

end

os.sleep(5)

while true do

for i=1, 9 do

tik()

end

tak()

for i=1, 9 do

tik()

end

tuk()

for i=1, 9 do

tik()

end

rer()

unload()

os.sleep(60)

end