

```
import UIKit
import ARKit

//Variables
//Abort button pressed.
var abort = true
//Clear button pressed.
var clear = false
//Danger level imposed on device.
var danger = 3
//Loop
var loop = false

//if statements
while loop == true {

    if abort == true {
        print ("abort true")
    }else{
        if abort == false {
            print ("abort false")
        }
    }

    //If value of count is equal to or less than 12 let abort equal
    false. If value is more than 12 let abort equal true.
    if danger <= 9 {
        print ("less")
        var abort = false
    }else{
        print ("more")
        var count = true
    }
}
```

```
//The purpose of this code is if there is an abort sequence this  
will initiate soler panel retraction. This is just a test peice  
of code, not even nearly finished.
```

```
}
```