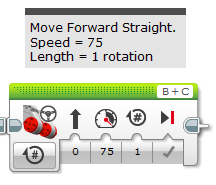
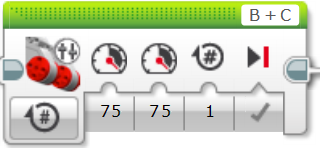
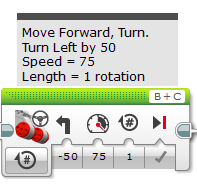
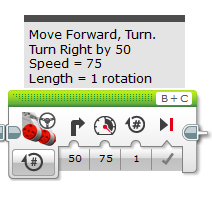
# Move Forward Straight



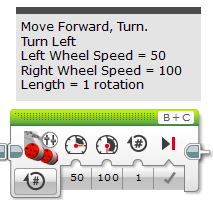


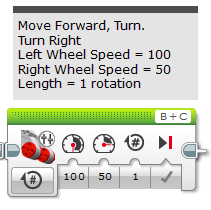
# Turning (Steer Block)





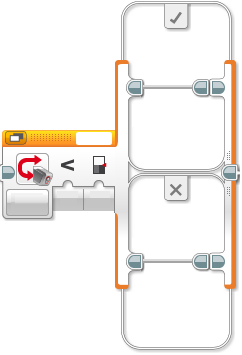
# Turning (Tank Block)





Switch

1. Condition
2. True
3. False



Line Follower

