



A `TypeError: 'int' object isn't callable` usually occurs when you try to call a variable or value that is an integer as if it were a function. This often happens if a variable name is the same as a function name, and the function is overridden by an integer value.

The error in the program is here.

I use `move_forward` as a function here

```
47 def move_forward():
48     LW_forward()
49     RW_forward()
50
51 def move_backward():
52     LW_backward()
53     RW_backward()
54
```

and `move_forward` as a variable here as well.

```
131     move_forward = request.find('move=forward')
132     move_backward = request.find('move=backward')
133     move_turnleft = request.find('move=turn_left')
134     move_turnright=request.find('move=turn_right')
135     move_stop = request.find('move=stop')
136
137     state=''
138     if move_forward == 8:
139         move_forward()
140         state='ROBOT FORWARD'
141     elif move_backward == 8:
142         move_backward()
143         state='ROBOT BACKWARD'
```

When we use `turn_right()` or `turn_left()` – `move_forward` as variable and `move_forward()` as function gets confused. Hence the error

```
59 def turn_left():
60     LW_stop()
61     RW_forward()
62     sleep(.2)
63     move_forward()
64
65 def turn_right():
66     RW_stop()
67     LW_forward()
68     sleep(.2)
69     move_forward()
70
```

I suggest we change all the `move_` functions from line 131 to line 135 to `action_`

```
131 action_forward = request.find('move=forward')
132 action_backward = request.find('move=backward')
133 action_turnleft = request.find('move=turn_left')
134 action_turnright=request.find('move=turn_right')
135 action_stop = request.find('move=stop')
136
137 state=''
138 if action_forward == 8:
139     move_forward()
140     state='ROBOT FORWARD'
141 elif action_backward == 8:
142     move_backward()
143     state='ROBOT BACKWARD'
144 elif action_turnright == 8:
145     turn_right()
146     state='ROBOT TURN RIGHT'
147 elif action_turnleft == 8:
148     turn_left()
149     state='ROBOT TURN LEFT'
150 elif action_stop == 8:
151     stop()
152     state='ROBOT STOP'
153
```