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#   Project: VEXcode Project

#   Author: VEX

#   Created:

#   Description: VEXcode VR Python Project

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# Library imports

from vexcode import \*

# Add project code in "main"

def main():

drivetrain.set\_drive\_velocity(30, PERCENT)

drivetrain.drive(FORWARD)

monitor\_sensor("left\_bumper.pressed")

while not left\_bumper.pressed():

wait(5, MSEC)

drivetrain.stop()

stop\_project()

# VR threads — Do not delete

vr\_thread(main())