touch sensor code used:

while 1

touch = brick.TouchPressed(1);

brick.playTone(100, 300, 1000);

if touch

break;

end

end

Control code used:

Global key

InitKeyboard();

while 1

pause(0.1);

switch key

case 'uparrow'

Brick.MoveMotor('BC', 50);

disp('Up Arrow Pressed!');

case 'downarrow'

Brick.MoveMotor('BC', -50);

disp('Down Arrow Pressed!');

case 'leftarrow'

Brick.MoveMotor('C', 50);

Brick.MoveMotor('B',-50);

disp('Left Arrow Pressed!');

case 'rightarrow'

Brick.MoveMotor('B', 50);

Brick.MoveMotor('C',-50);

disp('Right Arrow Pressed!');

case 0

Brick.MoveMotor('BC', 0);

Brick.MoveMotor('BC', 0);

disp('No Key Pressed!');

case 'q'

break;

end

end

CloseKeyboard();