

```
when green flag clicked
repeat (1)
    [digital pin P0 output HIGH]
    [digital pin P16 output HIGH]
    [set x to (read analog pin P1)]
    [set y to (read analog pin P2)]
forever
    [set x to (read analog pin P1)]
    [set y to (read analog pin P2)]
    if (x < 1020) and (y < 1020) then
        if (x < 550) and (x > 470) then
            if (y < 550) and (y > 500) then
                STOP
            else if (y < 950) and (y > 600) then (-)
                FORWARD
            else if (y < 1023) and (y > 960) then (-)
                FAST_FORWARD
            else if (y < 450) and (y > 260) then (-)
                BACKWARD
            else if (y < 250) and (y > 0) then (-)
                FAST_BACKWARD
            [+]
        else if (y < 550) and (y > 470) then
            if (x < 550) and (x > 470) then
                STOP
            else if (x < 1023) and (x > 650) then (-)
                LEFT
            else if (x < 400) and (x > 0) then (-)
                RIGHT
            [+]
        else if (y < 1023) and (y > 650) then
            if (x < 900) and (x > 650) then
                RIGHT_WIDE
            else if (x < 1023) and (x > 950) then (-)
                RIGHT_WIDER
            else if (x < 400) and (x > 250) then (-)
                LEFT_WIDE
            else if (x < 220) and (x > 0) then (-)
                LEFT_WIDER
            [+]
        else if (y < 400) and (y > 0) then
            if (x < 1023) and (x > 650) then
                BACK_LEFT
            else if (x < 400) and (x > 0) then (-)
                BACK_RIGHT
            [+]
    end if
end repeat
```

- set motor B direction to this way
- set motor A power to 50
- set motor B power to 50

set motor B direction to [that way v]
set motor A power to [50]
set motor B power to [80]
define RIGHT_WIDE

- set motor B direction to that way
- set motor A power to 60
- set motor B power to 100

- set motor B direction to that way
- set motor A power to 80
- set motor B power to 50

- set motor B power to 60
- set motor A direction to this way ▾
- set motor B direction to that way ▾

- set motor B direction to that way
- set motor A power to 50
- set motor B power to 50

- set motor A ▾ a
- set motor A ▾ p
- turn motor B ▾

- set motor B direction to that way
- set motor B power to 80
- turn motor A off

```
define FORWARD
    set all motors power to 80
    set motor A direction to this way
```

```
define FAST_FORWARD
    set all motors power to 100
    set motor A direction to this way
```

define STOP

define BACKWARD

```
define FAST_BACKWARD
```

define BACK_RIGHT

- turn motor A off
- set motor B direction to this way
- set motor B power to 80

set motor B direction to this

A screenshot of a Scratch script. The script consists of two blocks stacked vertically. The top block is a light blue 'set [motor A power v] to [value]' block, with the word 'value' highlighted in yellow. The bottom block is a pink 'set motor A power' block, which is a simplified version of the top one.