

```

void faz_circulo(){

    int i,d,b;

    printf("Fazendo curva...\n");
    d=0;
    for (i=0; i < 81; i+=5){
        if(d<13){

            motor(1,d);
        }
        motor(3,i);
        d+=4;
        msleep(25L);
    }
    // motor(1,65);
    motor(1,12);
    sleep(11.3);
    d=12;

    for (; i > -1; i-=5){

        if(d>-1){
            motor(1,d);
        }
        motor(3,i);
        msleep(25L);
        d-=2;
    }
    motor(3,0);
    motor(1,0);
    // for(d=0; d<11; d+=2){
    //motor(3,d);
    // msleep(25L);
    //}

}

void LEDs(){
    float Tempo;
    int LED;
    poke(0x1009, 0x3c);
    while(!stop_button()){
        LED = random(4);
        switch (LED){
            case 0: poke(0x1008,0x04);
                break;
            case 1: poke(0x1008,0x08);
                break;
            case 2: poke(0x1008,0x20);
                break;
            case 3: poke(0x1008,0x10);
                break;
        }
        Tempo = seconds();
        while(seconds()-Tempo < 0.5){}
        poke(0x1008,0x01);
    }
}

int stats=0;
void LEDsT(){

```

```

int LED;
poke(0x1009, 0x3c);
while(1 && stats==1){
    LED=random(2);
    switch(LED){
        case 0:
            poke(0x1008,0x08);
            sleep(1.0);
            break;
        case 1:
            poke(0x1008, 0x20);
            sleep(1.0);
            break;
    }
}
}

```

```

void faz_curva(){

    int i,d,b;

    printf("Fazendo curva...\n");
    for (i=0; i < 96; i+=5){

        d=0;

        if(d<16){motor(3,d);}

        motor(1,i);
        msleep(25L);
        d+=4;
    }
    motor(3,16);

    sleep(0.5);
    motor(3,0);
    motor(1,0);

}

```

```

void faz_curva2(){

    int i;

    printf("Turning...\n");

    i=0;
    while (i <73){
        i += 3;
        motor(3,i);
        motor(1,-i);
        msleep(54L);
    }
    sleep(1.0);

    printf("Stopping...\n");
    while (i >0){
        i -= 4;
        motor(3,i);
        motor(1,-i);
    }
}

```

```
    msleep(50L);  
}  
motor(3,0);  
motor(1,0);  
}
```

```
void faz_circulo2(){  
  
    int i;  
    int a=0;  
    int b=0;  
  
    printf("Fazendo curva...\n");  
    for (i=0; i < 80;){  
  
        b+=5;  
        a+=5;  
  
        if(b<=20){  
            motor(1,b);  
        }  
        motor(3,a);  
  
        msleep(25L);  
    }  
}
```

```
void anda_reto(){  
  
    int i,b;  
  
    printf("Moving Forward...\n");  
    for (i=0; i < 52;){  
        b=i-1;  
        motor(3,b);  
        motor(1,i);  
        i += 3;  
        msleep(50L);  
    }  
    sleep(1.0);  
    printf("Stopping...\n");  
    for (; i > 0;){  
        i -= 3;  
        b=i+1;  
        motor(3,b);  
        motor(1,i);  
        msleep(50L);  
    }  
  
    motor(3,0);  
    motor(1,0);  
  
}
```

```
void faz_quadrado(){  
  
    int i;  
    int b;  
    int c;  
  
    c=0;
```

```

i = 0;

for(c=0;c<4;c++){

    printf("Moving Forward...\n");
    for (i=0; i < 52;){
        b=i;
        motor(3,b);
        motor(1,i);
        i += 3;
        msleep(50L);
    }

    printf("Stopping...\n");
    for (; i > 0;){
        i -= 3;
        b=i;
        motor(3,b);
        motor(1,i);
        msleep(50L);
    }

    motor(3,0);
    motor(1,0);

    printf("Turning...\n");

    i=0;
    while (i <73){
        i += 3;
        motor(3,i);
        motor(1,-i);
        msleep(24L);
    }

    printf("Stopping...\n");
    while (i >0){
        i -= 4;
        motor(3,i);
        motor(1,-i);
        msleep(24L);
    }
    motor(3,0);
    motor(1,0);
}
}

```

```

int stopCount=0;
void stop_count(){
    printf("faz_quadrado()\n");
    while(1){
        while(!stop_button());
        while(stop_button());
        stopCount=(stopCount+1)%2;

        switch(stopCount){
            case 0:
                printf("faz_quadrado()\n");
                break;
            case 1:
                printf("faz_circulo()\n");
                break;

```

```
    }  
  }  
}
```

```
void main(){  
    printf("KiLegalQP-III\n");  
    poke(0x1009, 0x3c);  
    poke(0x1008, 0x00);  
  
    start_process(stop_count());  
    while(1){  
        while(!start_button());  
        while(start_button());  
  
        switch(stopCount){  
  
            case 0:  
                stats=1;  
                start_process(LEDsT());  
                faz_quadrado();  
                faz_quadrado();  
                faz_quadrado();  
                stats=0;  
                poke(0x1008, 0x00);  
                printf("faz_quadrado()\n");  
                break;  
  
            case 1:  
                stats=1;  
                start_process(LEDsT());  
                faz_circulo();  
                stats=0;  
                poke(0x1008, 0x00);  
                printf("faz_circulo()\n");  
                break;  
        }  
    }  
}
```