

Schoolkits.h

```
motor(2, DIR_CCW, 15);
delay(100);
off(OUT3);
break;
}
}
else
{
if(IN1)
{
switch(getRemocon())
{
case 0x04:// IR Remocon8Key, port7
motor(0, DIR_CCW, 15);
motor(2, DIR_CW, 15);
delay(100);
off(OUT3);
break;
}
else
{
switch(getRemocon())
{
case 0x08:// IR Remocon8Key, port7
motor(0, DIR_CW, 0);
motor(2, DIR_CW, 0);
delay(100);
off(OUT1);
break;
}
}
}
}
end();
return 0;
}
```

10CL

The Scratch-like interface shows a script titled "10CL". The script starts with an "IR Sensor Port1:ON" block. This triggers an "IF Port1" block. Inside the first "IF" block, there are two parallel branches. The left branch contains an "IR R/C 8" block with value "1" and a "DC Motor FF --" block. The right branch contains an "IR R/C 8" block with value "2" and a "DC Motor FB --" block. Both branches then connect to a "Delay 0.1" block. After the delay, both branches merge back into a single "IF Port1" block. This second "IF" block has two parallel branches. The left branch contains an "IR R/C 8" block with value "3" and a "DC Motor BF --" block. The right branch contains an "IR R/C 8" block with value "4" and a "DC Motor 00 --" block. Both branches then connect to a "Delay 0.1" block. After the delay, both branches merge back into a single "IF Port1" block. This third "IF" block has two parallel branches. The left branch contains an "Off 1" block and an "Off 3" block. The right branch contains an "Off 3" block and an "Off 1" block. Both branches then connect to an "End If" block. Finally, there is another "End If" block at the bottom. A "Function 10CL" block is also present on the stage.



