

INPUT / OUTPUT:

motor(*m*, *p*); - Turn on motor #*m* at power level *p*. *p* can range from -100 (full reverse) to 100 (full speed forward). If *p*=0, turn off the motor.

alloff(); OR **ao();** - turn all motors off

digital(*p*) - returns the value (1 or 0) of digital port #*p* [digital ports *p* are numbered from 7 to 15]

analog(*p*) - returns the value (0 to 255) of analog port #*p* [analog ports *p* are numbered from 0 to 6]

sleep(*sec*); - waits for roughly #*sec* seconds

printf("message\n"); - prints "message" on the LCD screen

printf("the value of a is: %d\n", *a*); - prints "the value of a is: #" on the LCD screen, where # is the value of variable *a*

VARIABLES/DATA:

int *a*; - define variable *a*

a = 5; - set *a* equal to 5.

FLOW CONTROL:

```
if (a <= 5) {  
    [some commands go here]
```

```
}
```

```
else {  
    [some commands go here]  
}
```

```
while ((a <= 5) && (a != 0)) {  
    [some commands go here]  
}
```

```
int Square(int x) {  
    return x * x;  
}
```

- define a new function "Square"

```
b = Square(5);
```

- use the function "Square"