

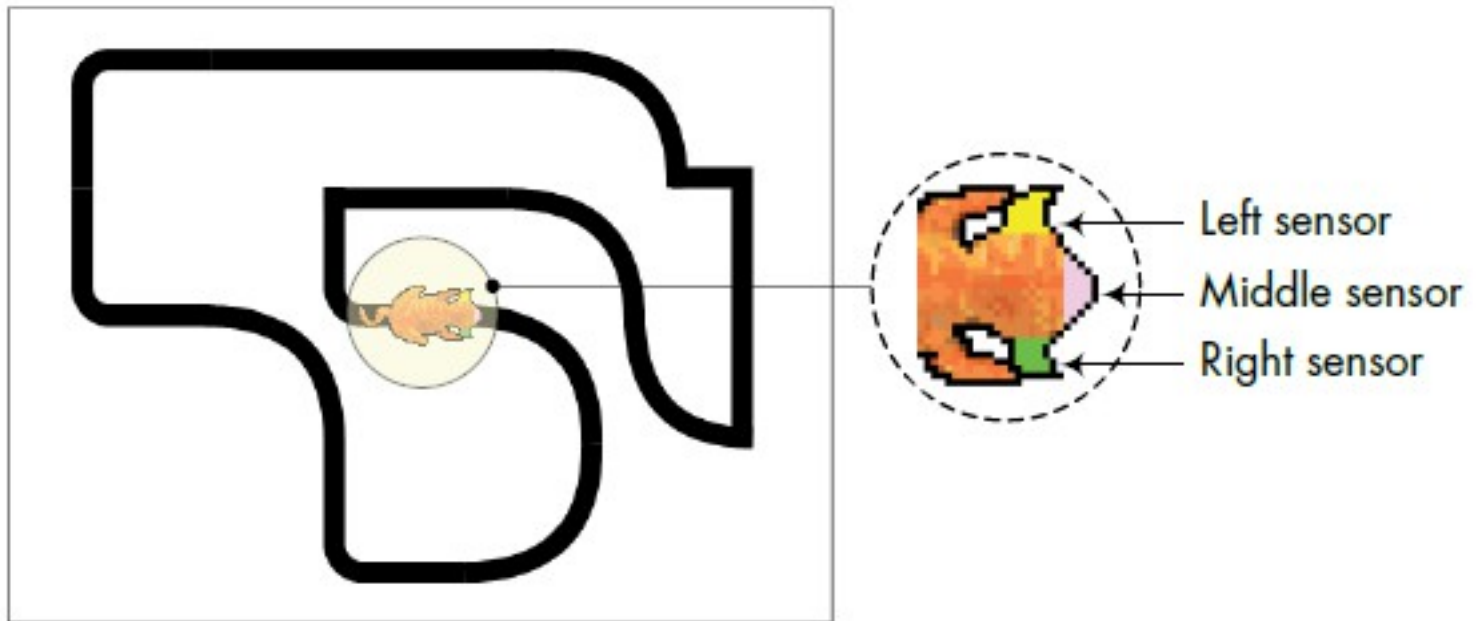
# Introduction to Programming and Computer Science/Electronics

Lesson 91

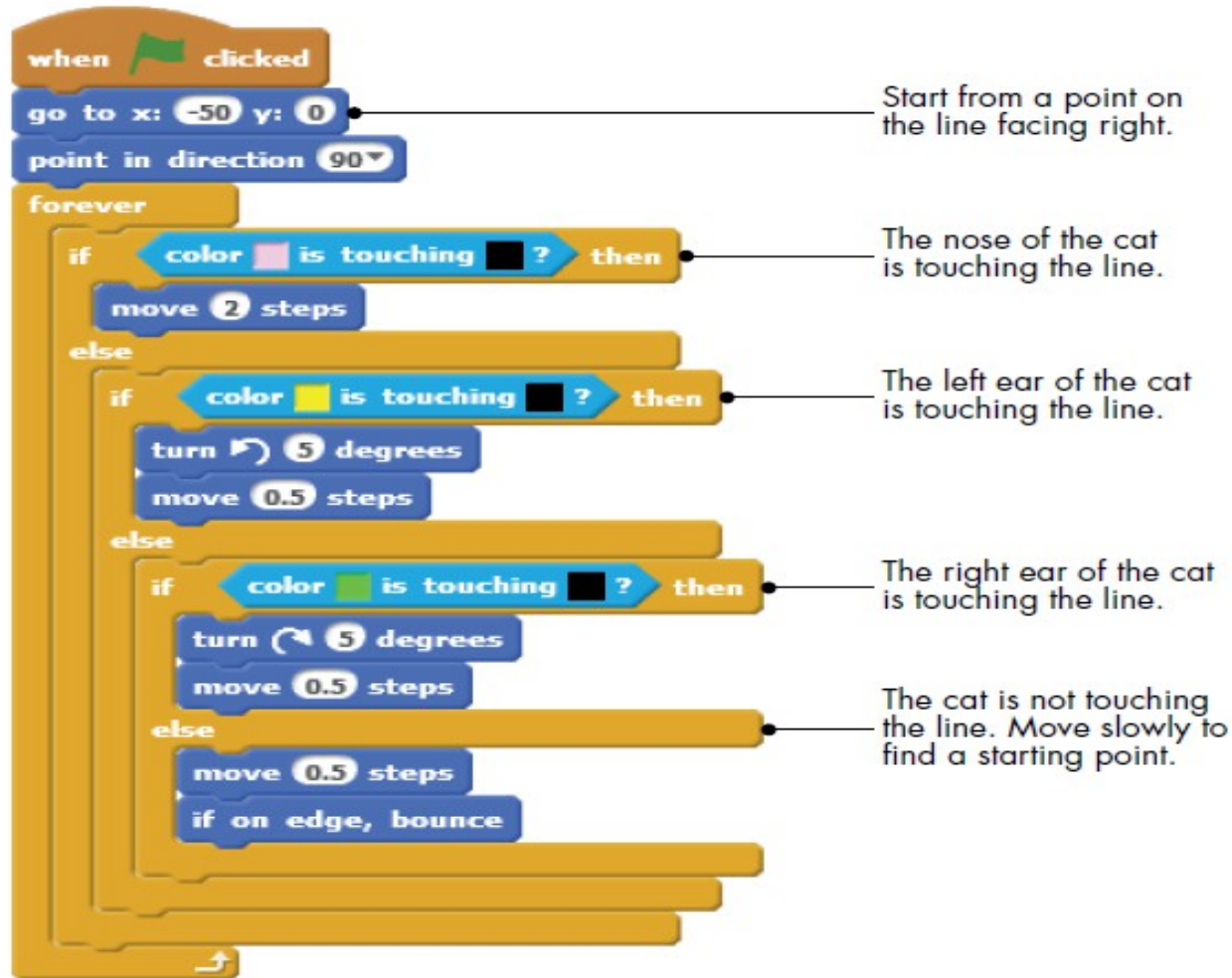


# Line Follower

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# Line Follower



# Exercise

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Open the application and run it to see how it works. Experiment with the given values to make the sprite finish the track in the fastest possible time. One reviewer completed the track in 11 seconds. Can you beat the record? Create other tracks and see if this simple algorithm still works.