





```

void loop ()
  if (frontSwitch == High)
  {
    Wheels Stop
    Wheels Reverse
    Wheels Turn 90*
  }

  else if (rightSwitch == High)
  {
    Wheels Turn some degree away from wall
  }

  else if (leftSwitch == High)
  {
    Wheels Turn some degree away from wall
  }

  else if (frontSwitch | rightSwitch | leftSwitch == Low)
  {
    wheelOne Spin Slow
    wheelTwo Spin Fast //causes robot to turn in a counter clockwise circle
  }

```

Pseudo Code