

```

input.onButtonPressed(Button.A, function () {
  petitcercle()
})
function petitcercle () {
  basic.showLeds(`
    . . . . .
    . # # . .
    # . . # .
    # . . # .
    . # # . .
  `)
  Kitronik_Move_Motor.turnRadius(Kitronik_Move_Motor.TurnRadii.Tight)
  Kitronik_Move_Motor.move(Kitronik_Move_Motor.DriveDirections.Right, 30)
  basic.pause(3000)
  Kitronik_Move_Motor.stop()
}
input.onButtonPressed(Button.AB, function () {
  carre()
})
input.onButtonPressed(Button.B, function () {
  grandcercle()
})
function grandcercle () {
  basic.showLeds(`
    . # # # .
    # . . . #
    # . . . #
    # . . . #
    . # # # .
  `)
  Kitronik_Move_Motor.turnRadius(Kitronik_Move_Motor.TurnRadii.Wide)
  Kitronik_Move_Motor.move(Kitronik_Move_Motor.DriveDirections.Left, 40)
  basic.pause(10000)
  Kitronik_Move_Motor.stop()
}
function carre () {
  basic.showLeds(`
    # # # # #
    # . . . #
    # . . . #
    # . . . #
    # # # # #
  `)
  for (let index = 0; index < 4; index++) {
    Kitronik_Move_Motor.move(Kitronik_Move_Motor.DriveDirections.Forward, 3
0)

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    basic.pause(2000)
    Kitronik_Move_Motor.stop()
    Kitronik_Move_Motor.spin(Kitronik_Move_Motor.SpinDirections.Left, 15)
    basic.pause(1500)
    Kitronik_Move_Motor.stop()
  }
}
let distance = 0
basic.showIcon(IconNames.Heart)
basic.forever(function () {
  Kitronik_Move_Motor.setUltrasonicUnits(Kitronik_Move_Motor.Units.Centimeters)
  distance = Kitronik_Move_Motor.measure()
  if (distance < 10) {
    basic.showLeds(`
      . . # . .
      . # . # .
      # . . . #
      . # . # .
      . . # . .
    `)
    Kitronik_Move_Motor.stop()
    basic.pause(2000)
    basic.clearScreen()
  }
})

```