task main()

{

int g=0;

int h=0;

int j=g;

while(true)

{

SetSensorTouch(S1);

SetSensorTouch(S2);

SetSensorColorFull(S3);

SetSensorTouch(S4);

int a=SENSOR\_1;

int s=SENSOR\_2;

int d=SENSOR\_3;

int f=SENSOR\_4;

NumOut(20,20,g);

NumOut(40,40,h);

if (d==1) if (f==1) {g=Random(1000); ClearScreen(); NumOut(40,40,h); NumOut(20,20,g); Wait(1000);}

if (d==6) {if (h>=g) {ClearScreen(); h=h-g; g=g-g; NumOut(20,20,g); NumOut(40,40,h);} if (h<g) {ClearScreen(); g=g-h; h=h-h; NumOut(20,20,g); NumOut(40,40,h);}}

if (d==2) {ClearScreen(); j=g; g=g-(2\*j/100); h=h+(5\*j/100); NumOut(20,20,g); NumOut(40,40,h); Wait(1000);}

if (d==4) {ClearScreen(); j=g; g=g-(3\*j/100); h=h+(7\*j/100); NumOut(20,20,g); NumOut(40,40,h); Wait(1000);}

if (d==3) {if (s==0) {if (a==0) {g=g-1; ClearScreen(); NumOut(40,40,h); NumOut(20,20,g); Wait(1000);} if (a==1) {g=g-10; ClearScreen(); NumOut(40,40,h); NumOut(20,20,g); Wait(1000);}} if (s==1) {g=g-100; ClearScreen(); NumOut(40,40,h); NumOut(20,20,g); Wait(1000);}}

if (d==5) {if (s==0) {if (a==0) {g=g-5; ClearScreen(); NumOut(40,40,h); NumOut(20,20,g); Wait(1000);} if (a==1) {g=g-50; ClearScreen(); NumOut(40,40,h); NumOut(20,20,g); Wait(1000);}} if (s==1) {g=g-500; ClearScreen(); NumOut(40,40,h); NumOut(20,20,g); Wait(1000);}}

}

}