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);}}

 }

}