

```
import crimsonbot
import machine
import utime

while True:
    if p2.value() == 1:
        p12.value(1)
    else:
        p12.value(0)

p14 = machine.Pin(14, machine.Pin.IN, machine.Pin.PULL_UP) #moving out of room
p12 = machine.Pin(12, machine.Pin.OUT)
p2 = machine.Pin(4, machine.Pin.IN, machine.Pin.PULL_UP) #moving into room

reflect = 0
counter = 0

while True:
    if p2.value() == 1:
        counter += 1
    if p14.value() == 1:
        counter -= 1

    p12.value(counter == 0)

    if counter < 0:
        counter = 0

    if p2.value() == 1:
        p12.value(1)
    else:
        p12.value(0)

    if p2.value() == reflect:
        with open("counter.txt", "w") as f:
            f.write(count)
        count += 1

    utime.sleep_ms(100)
```

```
def Reflect2:  
  while True:  
    if p14.value() == 0:  
      p12.value(0)  
    else:  
      p12.value(1)
```