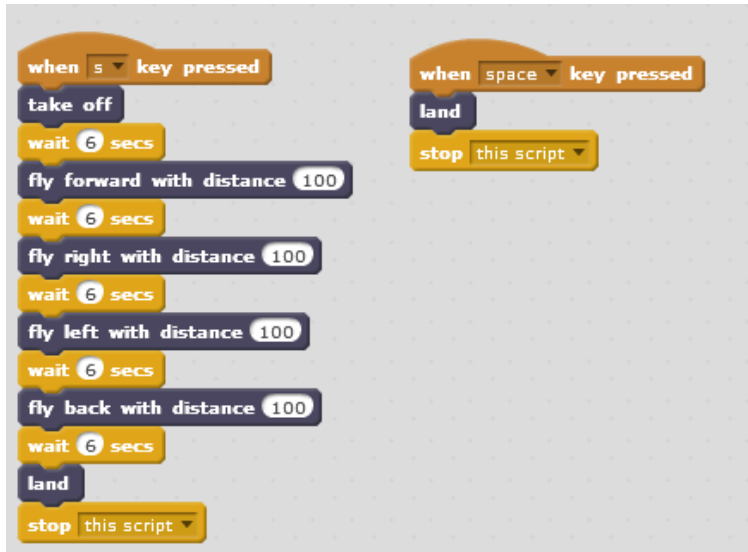


Tello Programing

First enter a code in scratch. Try this code first. This is what your code should look like:



Using this, you can fly the Tello quickly and accurately. You will need two segments of code: one that gives the actual pattern, and one that functions as a emergency kill-switch. Please copy the code above **exactly**. Once you have finished your code, please contact an instructor, so that they may review it. If your code is good, you may test it. You will only have **two** chances to do this. Once you have done this, you will receive challenges for the Tello to complete. You will again have only **two** chances for each challenge, so be sure to check your code twice. Keep in mind that you should still have the second segment of code for emergency purposes.

This is what the first code should make the Tello do.

