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| **Note**  In this lesson students learn how to combine the code from two previous programs into a new program with new functionality. This is an important skill to have as a programmer. |  |
| **Step 1**  Look at these code snippets from Lesson 2 and Lesson 5. They each have some component that we want.  When an obstacle gets too close we need to:   1. Stop the car 2. Turn off the lights 3. Let the obstacle move away   Once the obstacle moves we need to:   1. Turn the lights back on 2. Start the car again |  |
| **Step 2**  The solution is pretty simple, you need to add the internal logic from the Lesson 5 but not the conditional. |  |
| **Step 3**  Now when the obstacle appears the car stops and the lights turn off, and when the obstacle moved away the lights come back on and the car proceeds! |  |