

```
Ed.LineTrackerLed(Ed.ON)
distance = 20
while True:
    if Ed.ReadLineState()==Ed.LINE_ON_WHITE:
        Ed.Drive(Ed.FORWARD_RIGHT,Ed.SPEED_1,Ed.DISTANCE_UNLIMITED)
    else:
        Ed.Drive(Ed.FORWARD_LEFT, Ed.SPEED_1, Ed.DISTANCE_UNLIMITED)
    if Ed.ReadLeftLightLevel() < 30:
        Ed.LeftLed(Ed.ON)
    else:
        Ed.LeftLed(Ed.OFF)
    if Ed.ReadRightLightLevel() < 30:
        Ed.RightLed(Ed.ON)
    else:
        Ed.RightLed(Ed.OFF)
    if distance == 0:
        Ed.PlayBeep()
        distance = 20
```