**Challenge 2: Simple SciBorg Behaviors**

1. **bounce**: Write a program that makes your SciBorg go forward until it bumps into an obstacle, then back up for one second.

2. **escape**: Program SciBorg to find its way out of a field of obstacles. The random procedure is quite helpful here.

3. **going the distance**: Program your SciBorg to drive a distance of 1.5 meters over various terrain. Use three different approaches based on 1) elapsed time, 2) feedback from the counters, 3) using a reflectance sensor to detect when you’ve reached the “finish line”. Which approach works best?