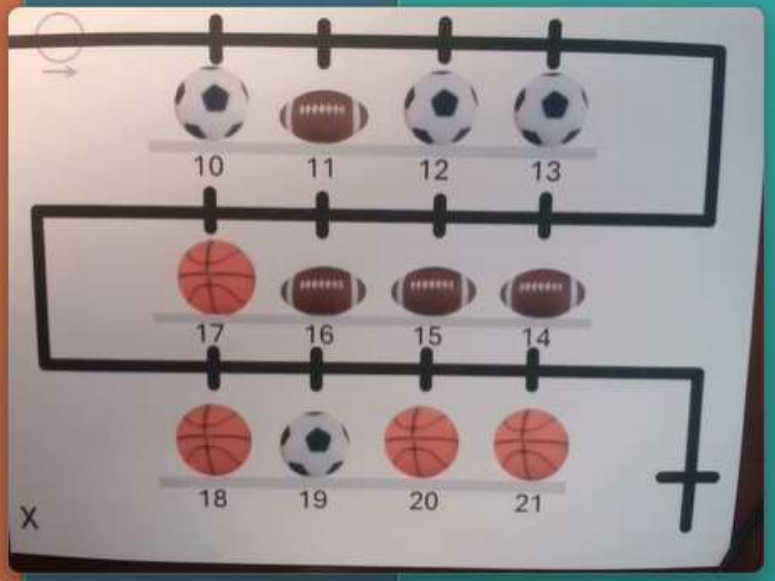
```
Program start
set top light color
set line-following speed: 90 mm/s
try to do
    set LLMresponse to with LLM ask for string
                       use camera? ✓
                       prompt:
```

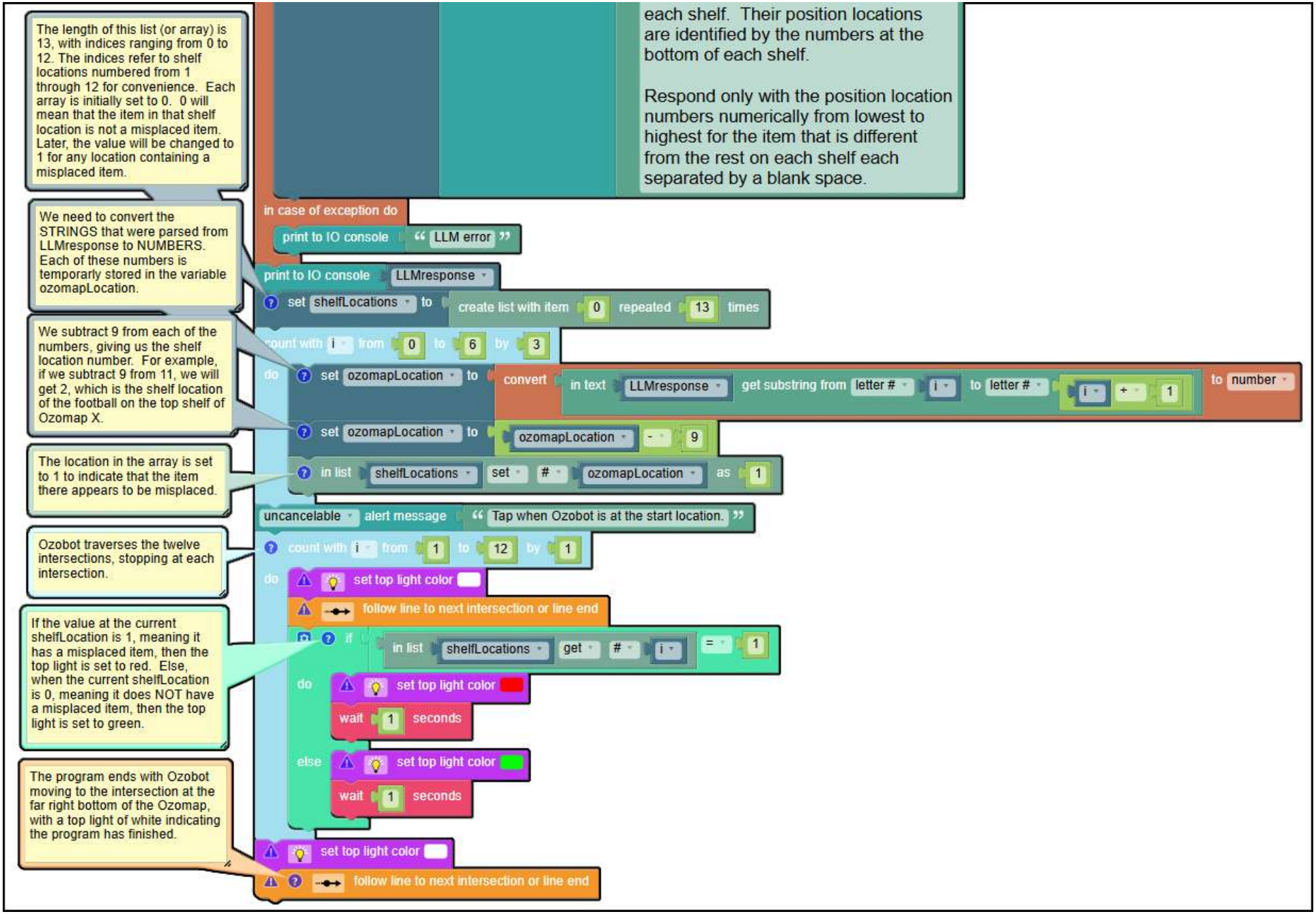



```
    ¶ This picture shows three shelves identified by long horizontal gray lines.

      There are four locations for items on each shelf.  Their position locations are identified by the numbers at the bottom of each shelf.

      Respond only with the position location numbers numerically from lowest to highest for the item that is different from the rest on each shelf each separated by a blank space.
in case of exception do
    print to IO console " LLM error "
print to IO console LLMresponse
```

INPUT/OUTPUT
PYTHON PREVIEW
11 17 19


each shelf. Their position locations are identified by the numbers at the bottom of each shelf.
Respond only with the position location numbers numerically from lowest to highest for the item that is different from the rest on each shelf each separated by a blank space.
The length of this list (or array) is 13, with indices ranging from 0 to 12. The indices refer to shelf locations numbered from 1 through 12 for convenience. Each array is initially set to 0. 0 will mean that the item in that shelf location is not a misplaced item. Later, the value will be changed to 1 for any location containing a misplaced item.
We need to convert the STRINGS that were parsed from LLMresponse to NUMBERS. Each of these numbers is temporarly stored in the variable ozomapLocation.
We subtract 9 from each of the numbers, giving us the shelf location number. For example, if we subtract 9 from 11, we will get 2, which is the shelf location of the football on the top shelf of Ozomap X.
The location in the array is set to 1 to indicate that the item there appears to be misplaced.
Ozobot traverses the twelve intersections, stopping at each intersection.
If the value at the current shelfLocation is 1, meaning it has a misplaced item, then the top light is set to red. Else, when the current shelfLocation is 0, meaning it does NOT have a misplaced item, then the top light is set to green.
The program ends with Ozobot moving to the intersection at the far right bottom of the Ozomap, with a top light of white indicating the program has finished.
in case of exception do
print to IO console " LLM error "
print to IO console LLMresponse
set shelfLocations to create list with item 0 repeated 13 times
count with i from 0 to 6 by 3
do
set ozomapLocation to convert in text LLMresponse get substring from letter # i to letter # i + 1 to number
set ozomapLocation to ozomapLocation - 9
in list shelfLocations set # ozomapLocation as 1
uncancelable alert message " Tap when Ozobot is at the start location. "
count with i from 1 to 12 by 1
do
set top light color
follow line to next intersection or line end
if in list shelfLocations get # i = 1
do
set top light color
wait 1 seconds
else
set top light color
wait 1 seconds
set top light color
follow line to next intersection or line end