



# AdaBots API cheatsheet

```
with Adabots;
```

## Hello World

```

procedure Go_Up is
  Bot : constant Adabots.Turtle := Adabots.Create_Turtle;
begin
  Bot.Up;
end Go_Up;

```

## Directions

```

Bot.Up;
Bot.Dig_Up;
Bot.Place_Up;

```

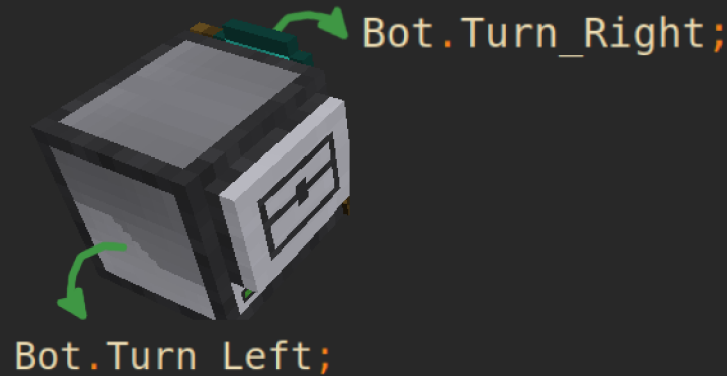


```
Bot.Back;
```

```

Bot.Down;
Bot.Dig_Down;
Bot.Place_Down;

```



```
Bot.Turn_Left;
```

```
Bot.Turn_Right;
```

## Selection

```

Bot.Forward;
Bot.Dig;
Bot.Place;

```

```

Bot.Select_Slot (1);
Bot.Select_Slot (16);

```



## ControlFlow

```

while Bot.Detect_Down loop
  Bot.Down;
  if Bot.Detect then
    Bot.Dig;
  end if;
end loop;

```

```

for Index in 1 .. 10 loop
  Bot.Forward;
end loop;

```

```

loop
  exit when not Bot.Down;
end loop;

```

## Optional commands

```

-- do if possible
Bot.Maybe_Dig_Up;
Bot.Maybe_Place_Up;
Bot.Maybe_Dig;
-- etc.

```