

```

import lang.stride.*;
import java.util.*;
import greenfoot.*;

/**
 *
 */
public class s extends Actor
{
    protected int speed = 2;

    /**
     * Act - do whatever the s wants to do. This method is called whenever the 'Act' or 'Run' button
     gets pressed in the environment.
     */
    public void act()
    {
        move(speed);
        if (Greenfoot.isKeyDown("right")) {
            turn(2);
        }
        if (Greenfoot.isKeyDown("left")) {
            turn(-2);
        }
        if (Greenfoot.isKeyDown("space")) {
            speed = speed + 2;
        }
        else if (Greenfoot.isKeyDown("v")) {
            speed = 1;
        }
        if (isTouching(f.class)) {
            removeTouching(f.class);
        }
    }
}

```