Welcome to Botball 2015!

Before we get started…

1. **Sign in**, and collect your materials and electronics.
2. KIPR staff will come around and **install software** on your computer and on your **KIPR Link controller** (the robot's "brain").
3. **Charge your KIPR Link controllers** (see next slides for details).

KIPR Link controller

KIPR Link Wall Charger
(ONLY use this charger with your KIPR Link)

KIPR Link charging port

4. Open the "**2015 Parts List**" folder, which contains files that list all of your Botball robot kit components. **Please go through the lists and verify that you have received everything.**
5. Build the **DemoBot**.

Raise your hand if you need help or have questions.

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Charging the KIPR Link Controller

- For charging the KIPR Link, **use only the power supply which came with your Link**.
  - **Damage to the Link from using the wrong charger is easily detected and will void your warranty!**

- The KIPR Link power pack is a **lithium polymer battery**, so the rules for charging a lithium battery for any electronic device apply.
  - Only an adult should charge the unit.
  - **Do NOT leave the unit unattended** while charging.
  - Charge in a cool, open area away from flammable materials.

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Charging the KIPR Link Controller

- Start charging both of your KIPR Link controllers.
  - The charging port is directly above the sticker that states "**KIPR Link charger only**".
  - Use the guide on the next slide to **identify the charging port** to use when charging your KIPR Link controllers.

KIPR Link controller

KIPR Link Wall Charger
(ONLY use this charger with your KIPR Link)

KIPR Link charging port

- Once your KIPR Link controllers are charging, use the guide on the next slide to start familiarizing yourself with the **sensor and motor ports** on the KIPR Link controller.

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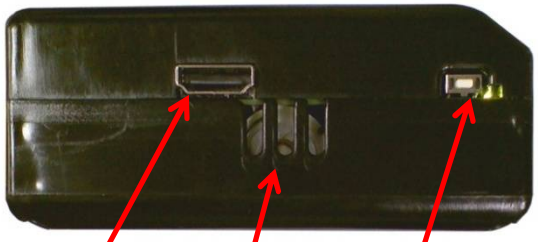
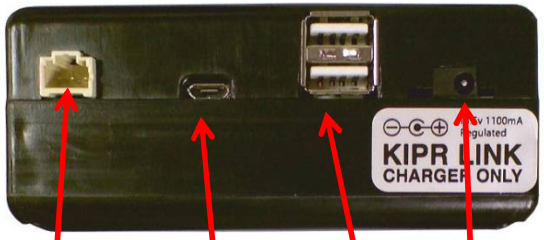
KIPR Link Controller Guide

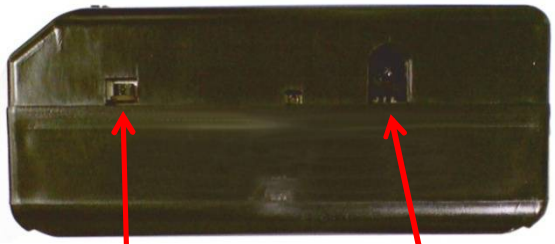
Resource



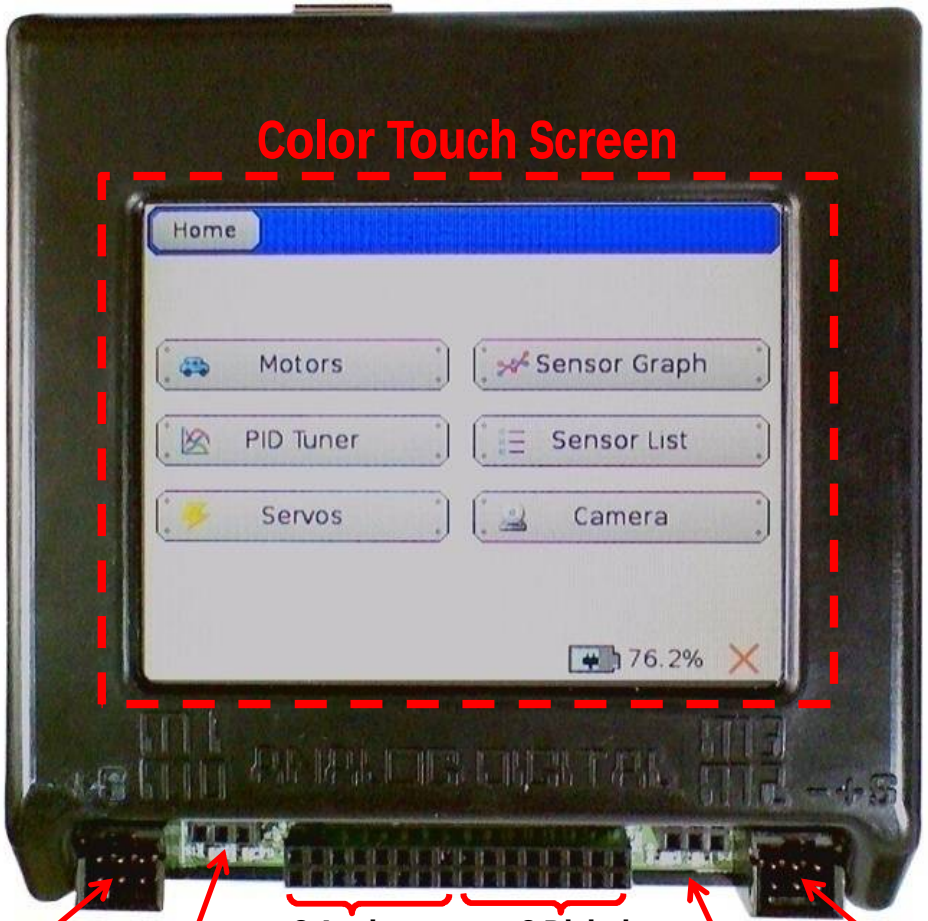
HDMI Port Speaker Side Button



TTL Serial Micro-USB USB Power



Power Switch Infrared (IR) Sensor



2 Servo Motor Ports (Port # 0 & 1)

2 Motor Ports (Port # 0 & 1)

8 Analog Sensor Ports (Port # 0 - 7)

8 Digital Sensor Ports (Port # 8 - 15)

2 Motor Ports (Port # 2 & 3)

2 Servo Motor Ports (Port # 2 & 3)

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Build the DemoBot

Activity

Build your robot using the DemoBot Building Guide

(in the folder we put on your computer this morning)

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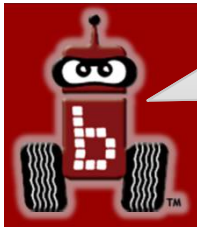

Hi! I'm Botguy, the Botball mascot!

Botball 2015

Professional Development Workshop

Prepared by the KISS Institute for Practical Robotics (KIPR)

with significant contributions from KIPR staff

and the Botball Instructors Summit participants

v2015.01.17-1

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Thank you for participating!

We couldn't do it without you!

KISS INSTITUTE FOR PRACTICAL ROBOTICS

KIPR's mission is to:

- improve the public's understanding of science, technology, engineering, and math;
- develop the skills, character, and aspirations of students; and
- contribute to the enrichment of our school systems, communities, and the nation.

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Housekeeping

- **Introductions:** workshop staff
- **Bathrooms and Food:** lunch is on your own
- **Workshop schedule:** days 1 and 2

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Workshop Schedule

Day 1

- Botball Overview
- Getting started with the KISS IDE
- Explaining the “Hello, World!” C Program
- Designing Your Own Program
- Moving the DemoBot with motors
- Fun with Functions
- Moving the DemoBot Servo Motors
- Making Smarter Robots with Sensors
- Repetition, Repetition, Repetition
- Making a Choice
- Line-following
- Homework

Day 2

- Botball Game Review
- Measuring Distance
- Color Camera
- iRobot Create
- Resources and Support

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Thanks to our national sponsors!

COMMON SENSE RC

igus®

NewSpin

iRobot®

SOLIDWORKS

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Thanks to our regional hosts!

Preparing people to lead extraordinary lives

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Botball Overview

What and when?

GCER and ECER

Preview of this year's game

Homework for tonight

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What is Botball?

- Produced by the **KISS Institute for Practical Robotics (KIPR)**, a non-profit organization based in Norman, OK whose mission is to:
  - **improve the public's understanding of science, technology, engineering, and math;**
  - **develop the skills, character, and aspirations of students; and**
  - **contribute to the enrichment of our school systems, communities, and the world.**

- Engages middle and high school aged students in a **team-oriented robotics competition** based on **national education standards**.

- By **designing**, **building**, **programming**, and **documenting** robots, students use **science**, **technology**, **engineering**, **math**, and **writing** skills in a **hands-on project** that **reinforces their learning**.

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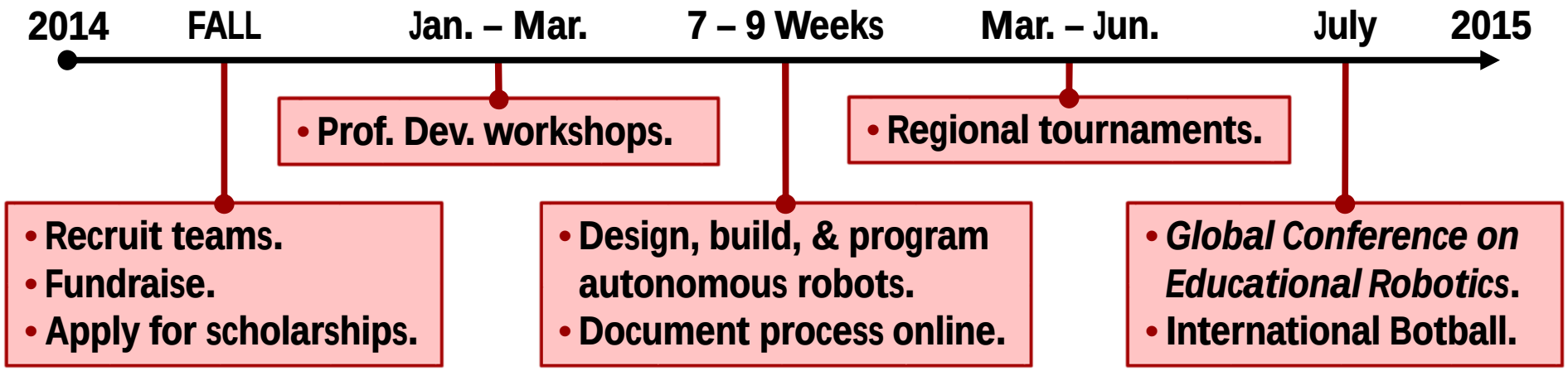
When is Botball?



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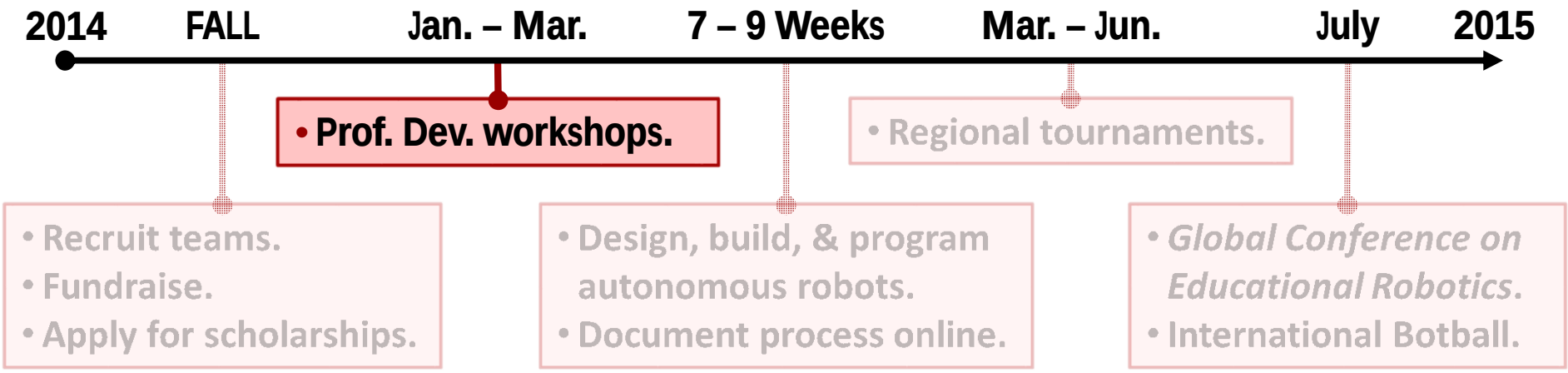
When is Botball?



YOU ARE HERE!

- **Provides the skills and tools necessary** to compete in the tournament.
- Teams will learn to program robots, and **will leave with working systems**.
- **Skills and tools/equipment are kept** and are reusable outside of Botball.
- **Not a standalone curriculum!** Goal is to **support team success in Botball**!

  (For building and programming resources, visit the **Team Home Base**.)

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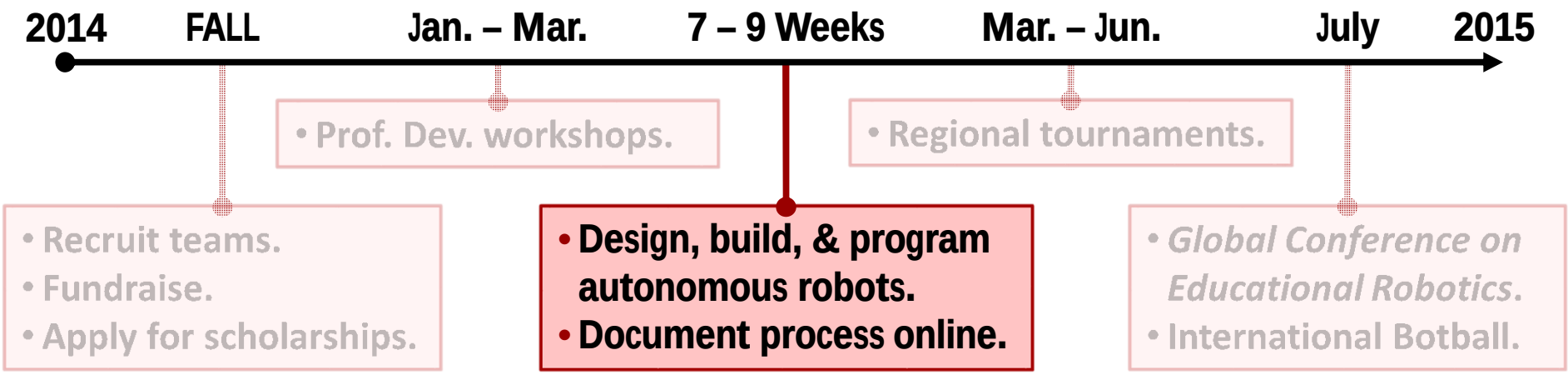
When is Botball?



- Reinforces **computational thinking** and the **engineering design process**.
- Teams must submit three online project documents, **which count for points**.
- **Online support** throughout the season from KIPR and other Botball teams.

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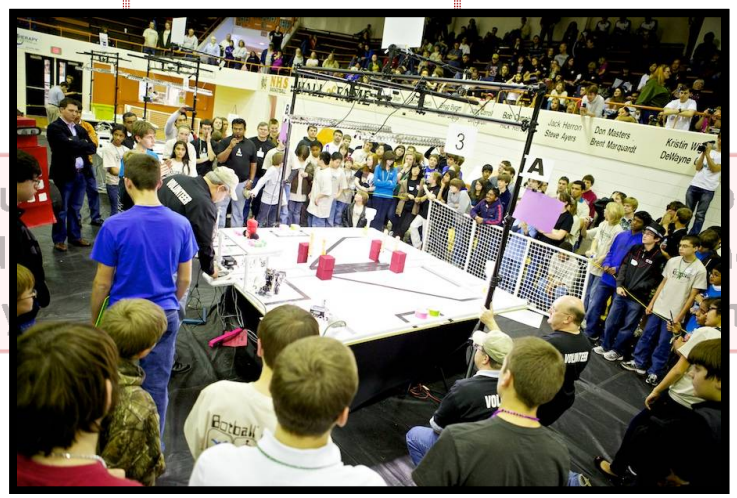
When is Botball?

2014 FALL Jan. – Mar. 7 – 9 Weeks Mar. – Jun. July 2015



- Regional tournaments.

- Recru… build, & program
- Fund… ous robots.
- Appl… t process online.

- *Global Conference on Educational Robotics.*
- International Botball.

- **Practice:** teams test and calibrate robot entries on the official game boards
- **Seeding rounds:** teams compete against the task to score the most points
- **Double elimination (DE) rounds:** teams compete head-to-head
- **Alliance matches:** teams eliminated in DE pair up to score points *together*
- **Onsite documentation:** 8-minute technical presentation to judges

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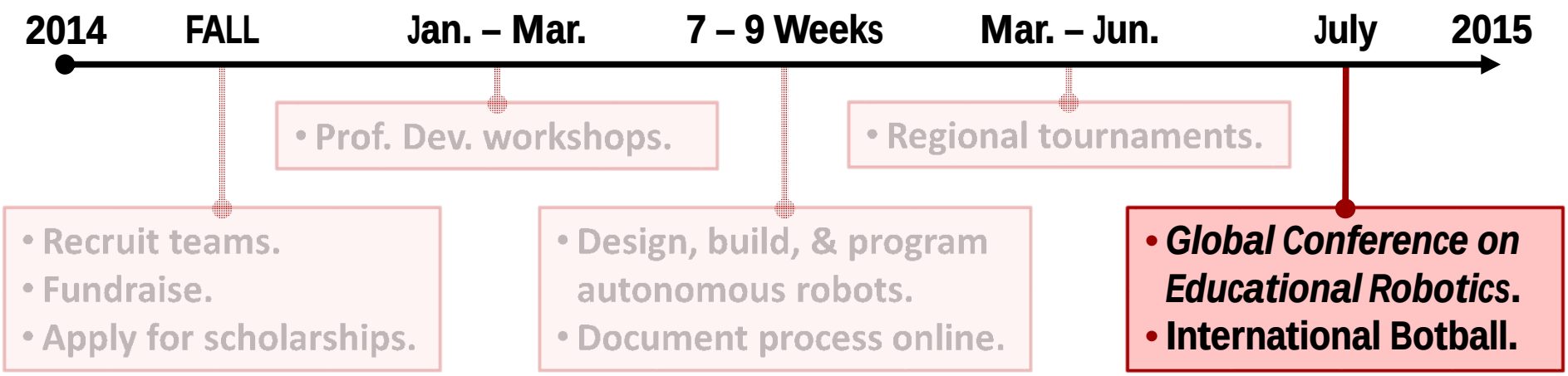
When is Botball?



Global Conference on Educational Robotics (GCER)

- **International Botball Tournament:** all teams are invited to participate
- **Paper presentations:** students may submit and present papers at GCER
- **Guest speakers:** presentations from academic and industry leaders
- **Autonomous showcase:** students display projects in a science fair style

YOU ARE ALL ELIGIBLE!

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GCER-2015

Global Conference on Educational Robotics

- Albuquerque, New Mexico
- July 7-11, 2015
- International Botball Tournament
- Autonomous Robotics Showcase

- Meet and network with students from around the country and world
- Talks by internationally recognized robotics experts
- Teacher, student, and peer reviewed track sessions

http://www.kipr.org/gcer

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GCER-2015

Global Conference on Educational Robotics

Preconference classes on July 6th

- Learning About Microcontrollers
- Expressive Robotics
- Making Sense of Sensors

KIPR Open Autonomous Robotics Game

- Botball for grown-up kids!

Autonomous
Aerial
Vehicle
Competition

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ECER-2015

European Conference on Educational Robotics

- HTL Hollabrunn, Austria
- April 27-30, 2015

- European Botball Competition
- Talks by Researchers and Students

https://www.youtube.com/watch?v=BULoHgqvz7Q

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Preview of this year's Botball game

Hold your questions!

Game Q&A is tomorrow!

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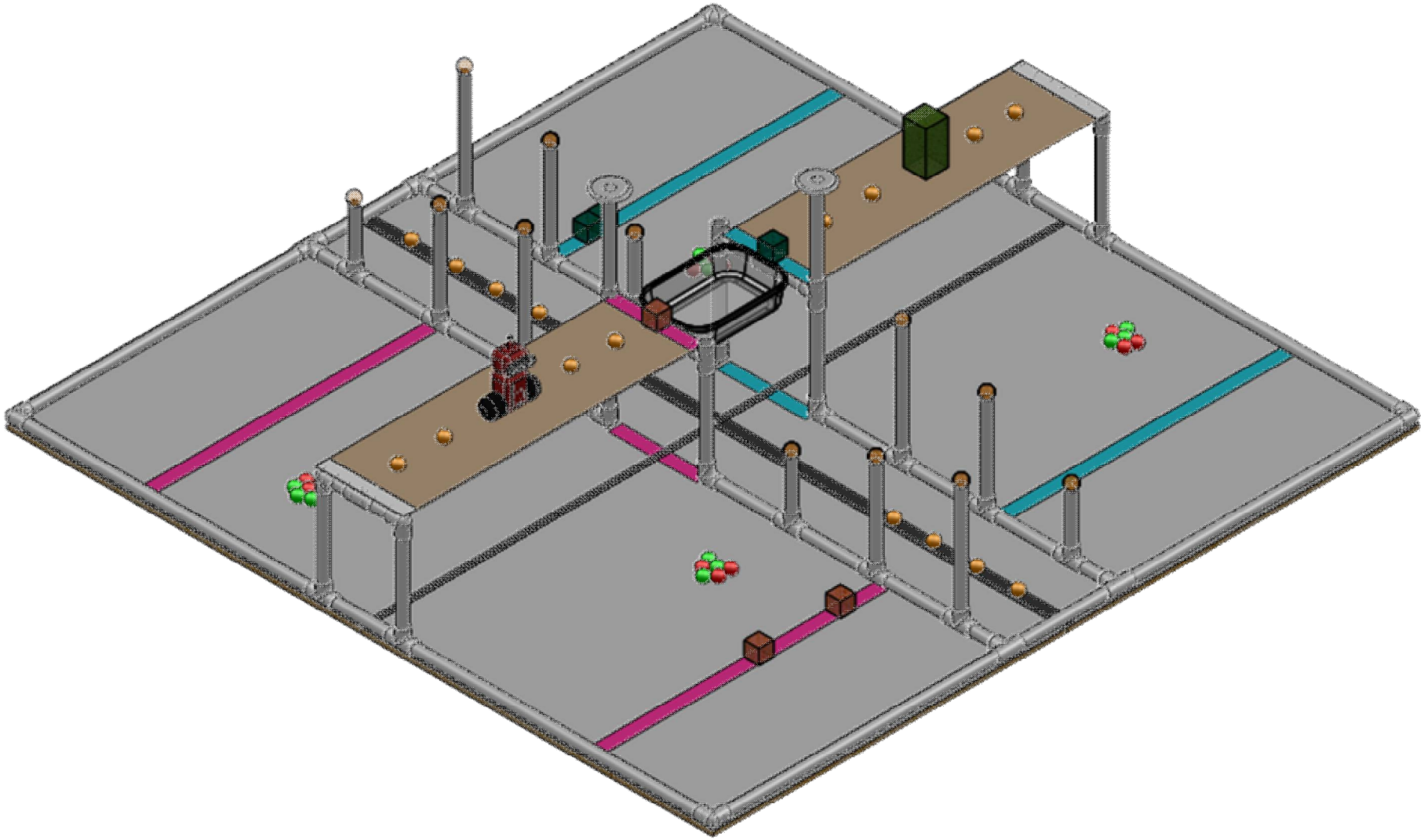
Botball game board



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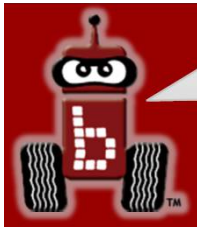

Homework for tonight:
game review

Review the game rules on your Team Home Base

- We will have a **30-minute Q&A session** tomorrow.
- After the workshop, ask questions about game rules in the **Game Rules Forum**.
  - You should **regularly visit this forum**.
  - You will **find answers to the game questions** there.

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Botball Team Home Base

Found at http://homebase.kipr.org

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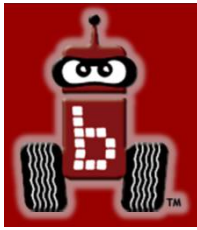

Getting Started with the KISS IDE

What is a programming language?

How can I create new projects and files?

How can I write and compile source code?

How can I run programs on the KIPR Link?

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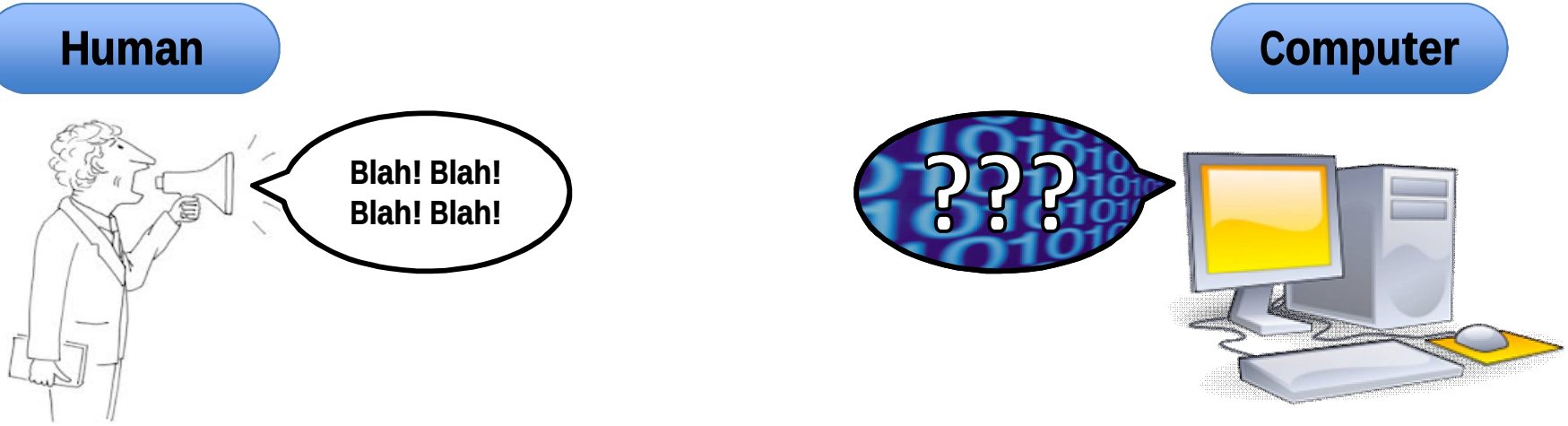
What is a *programming language*?



- **Computers** only understand **machine language** (stream of bytes), which computers can **read and execute** (run).

- Unfortunately, **humans** don't speak **machine language**...

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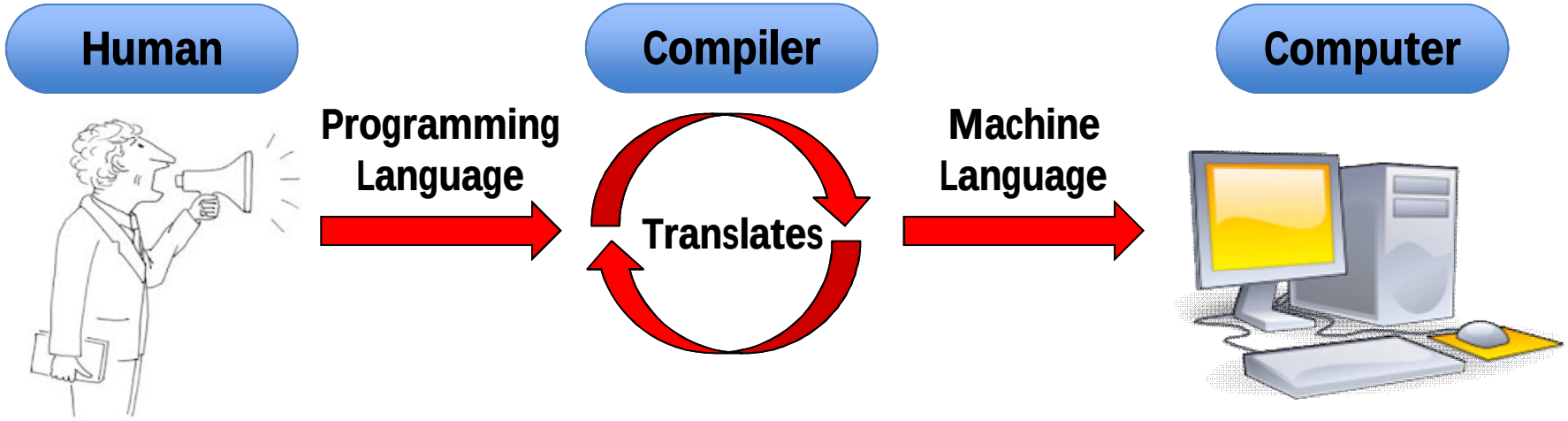
What is a *programming language*?



- **Humans** have created **programming languages** that allow them (humans) to write "**source code**" that is easier for them (humans) to understand.
- **Source code** is **compiled** (translated) by a **compiler** (part of the **KISS IDE**) into **machine language** so that the **computer** can **read and execute** (run) the code.
- Programming languages have funny names (C, C++, Java, Python, ...)

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Connect the Link to your computer

Activity

1. Use the USB cable to connect to the **Link** (via **micro-USB port**).
2. Turn on the Link with the **black switch on the side**.

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How can I write and compile my own source code?

To make it easier for you to learn and use a programming language, we have the **KISS IDE**, which will allow you to write and compile source code using the **C programming language**.

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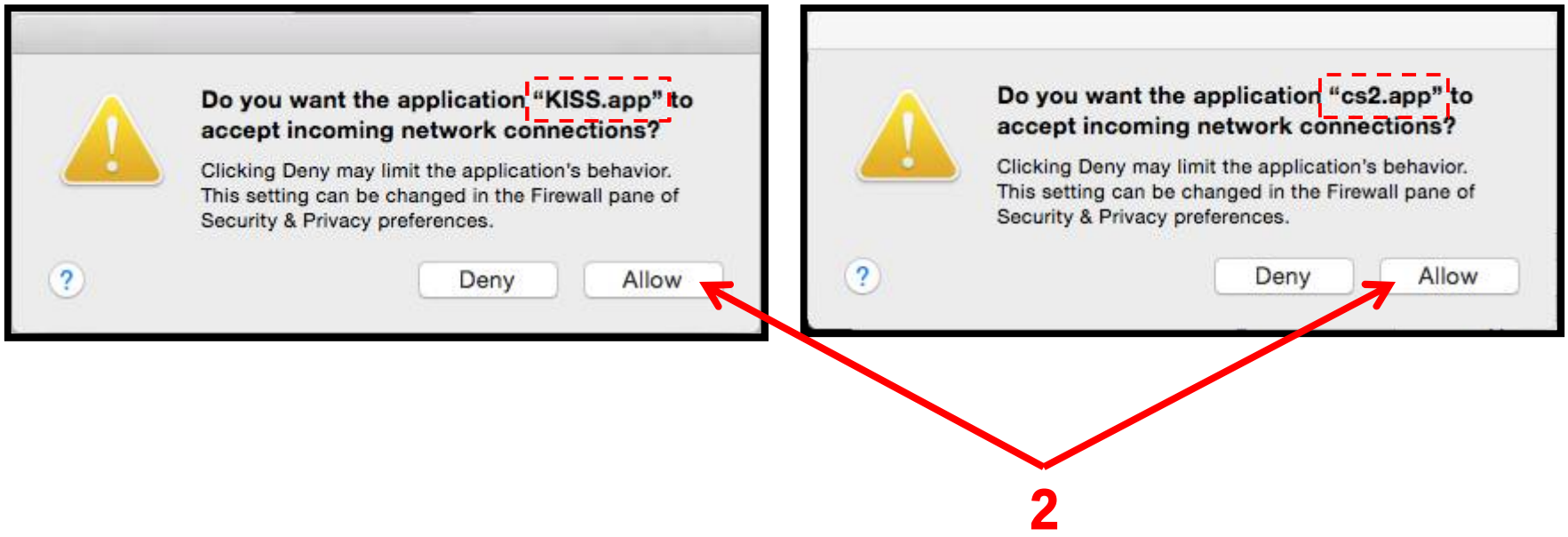
Launch the KISS IDE

Activity

1. Click on the **“KISS” desktop icon** to start the KISS IDE.
2. If asked, click the **“Allow” button** for the KISS IDE.
   - For Mac, **KISS.app** and **cs2.app** are the applications to allow.

1



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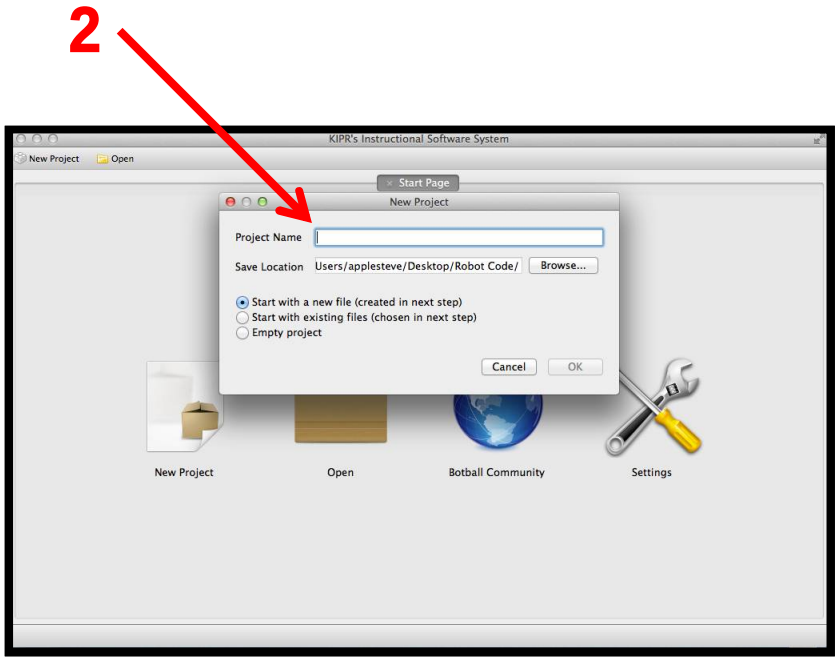
Creating your first project

Activity

1. Click on the **“New Project”** icon.
2. You will have to **name your project** (see next slide).



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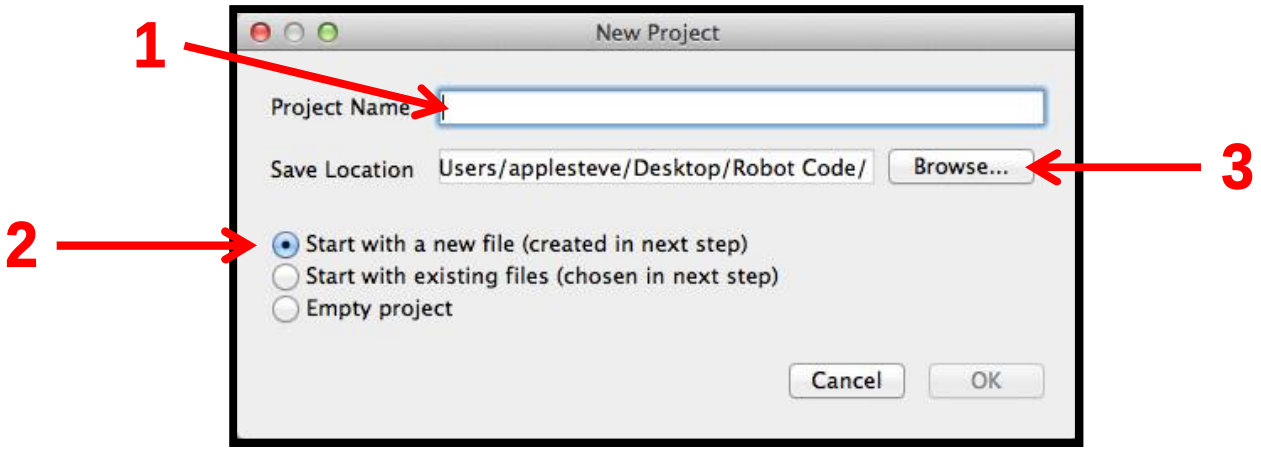
Name your project

Activity

1. Give your *project* a **descriptive name**.
   - **Note:** you will have a lot of student's projects, so maybe use their first name followed by the name of the activity.
2. Select the **"Start with a new file (created in next step)"** option.
3. Click the **"Browse" button** to save the project into your **"Robot Code"** folder on your desktop (or wherever your folder is).



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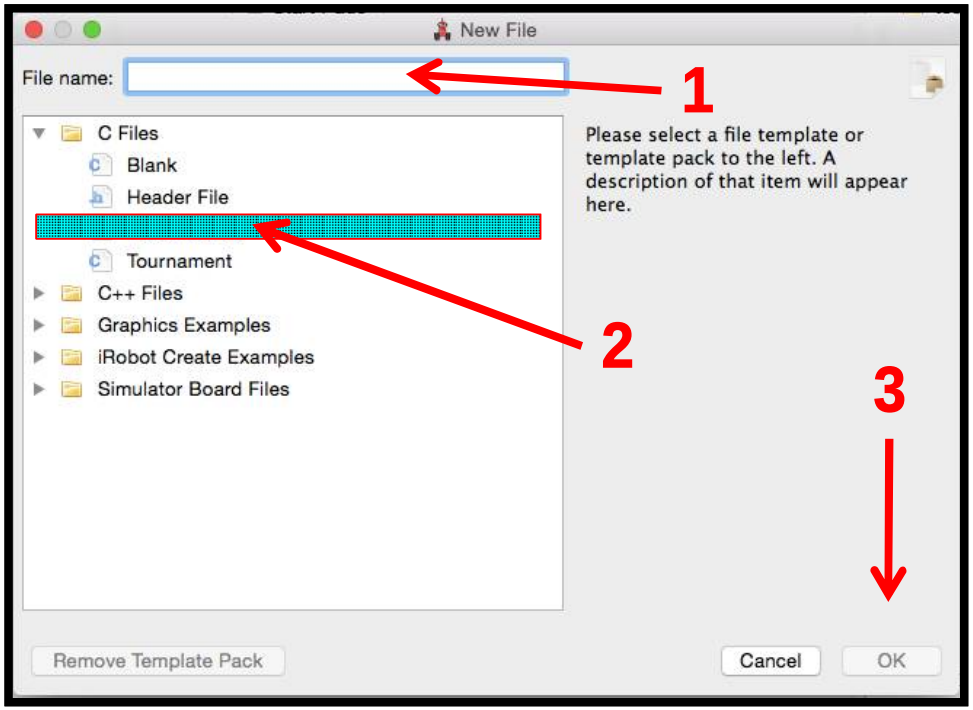
Add a new file to your project

Activity

1. Give your *file* a **descriptive name** (for example, “First Program”).
   - **Note:** do not use a “.” (period) in your file name!
2. Select a *file template* (**sample source code**) to use:
   - Under **“C Files”**, select **“Hello, World!”** (we will always use this)
3. Click **“OK”**.



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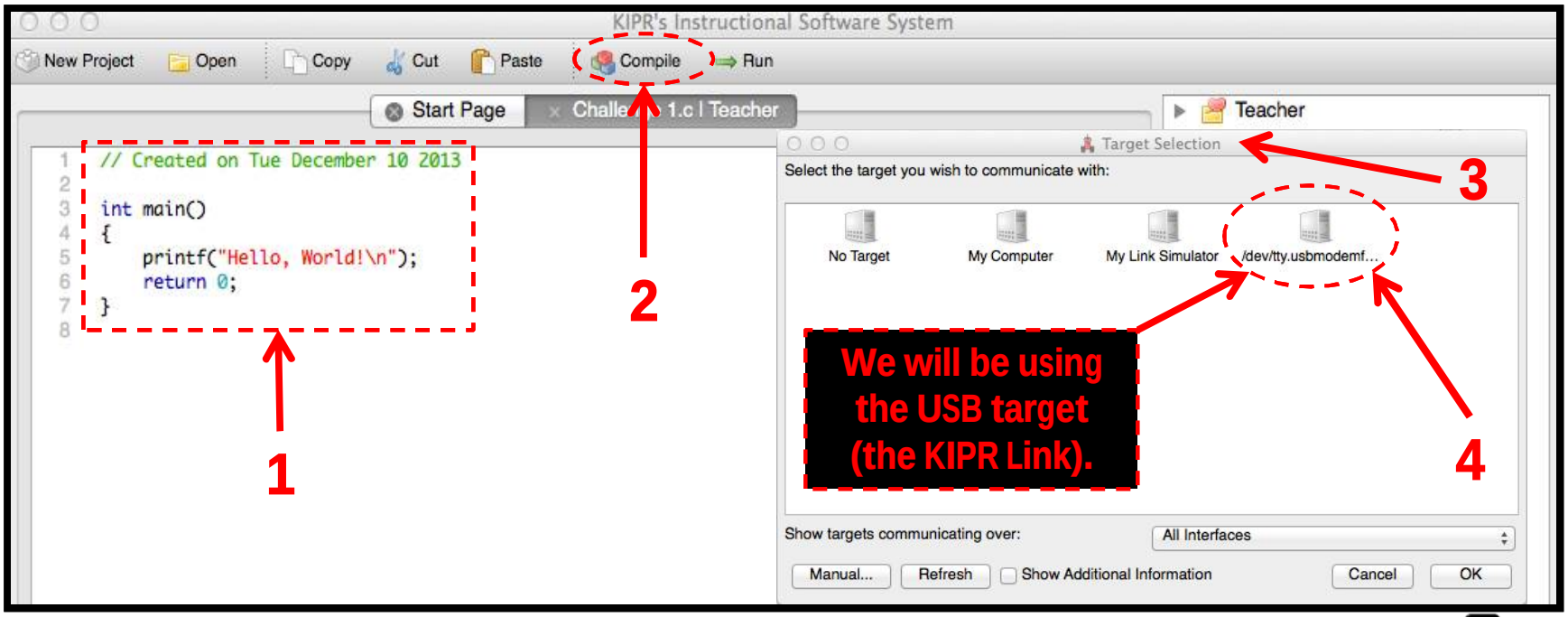
Compiling your first program

Activity

1. The **"Hello, World!" template** (source code) will now appear.
2. Click **"Compile"** to **translate** your program to **machine language**.
   - **Note:** the **"Compile" button** sends the program to the **target** (see below).
3. A **"Target Selection" window** will appear.
4. Select the desired "**target**" (the device on which code will run).



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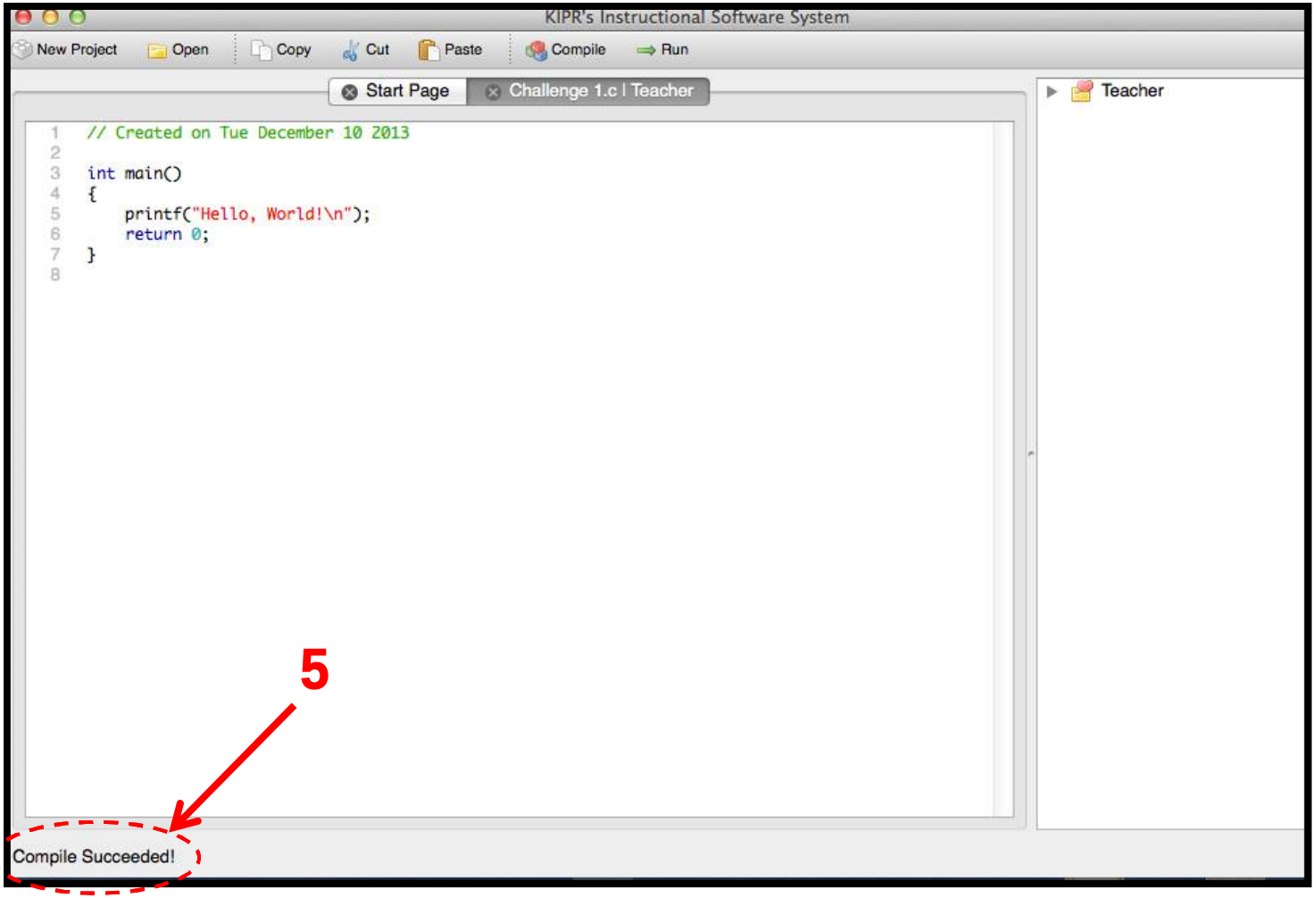
Compiling your first program

Activity

5. You will see the **"Compile Succeeded!" message**.



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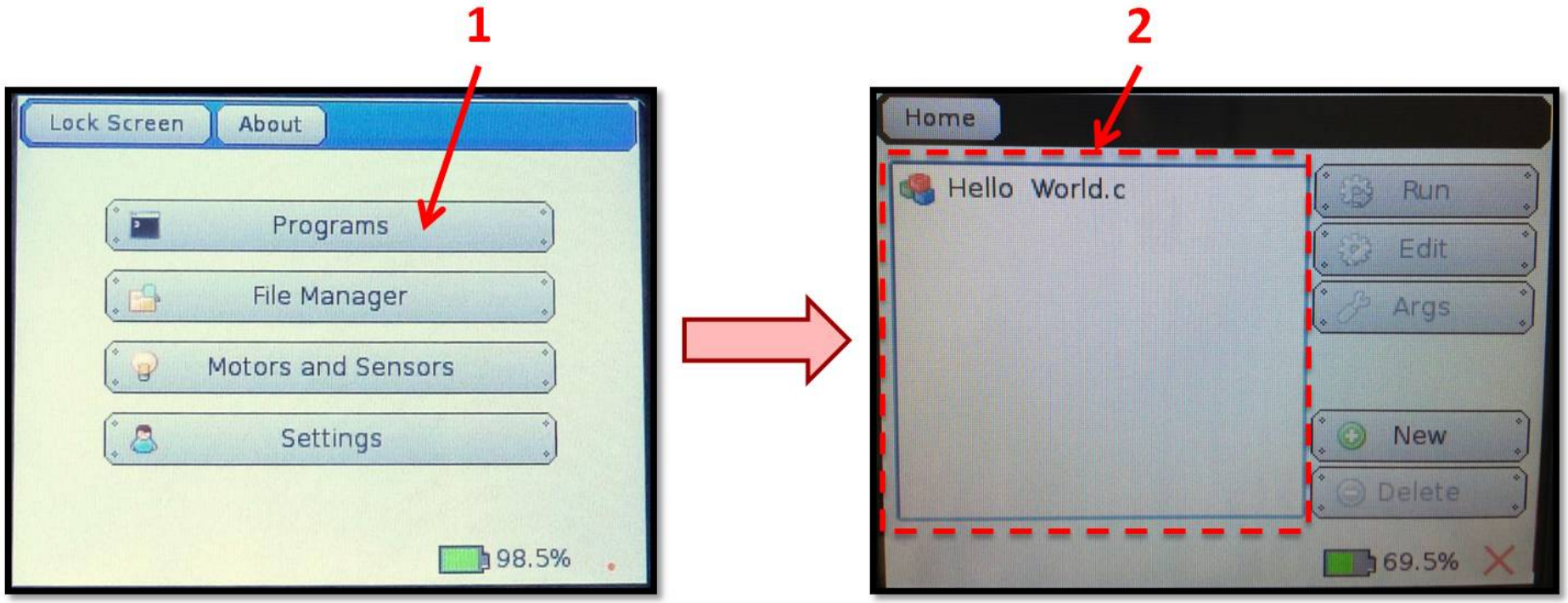
Running your program on the Link

Activity

1. Press (touch) the **"Programs" button** on the **KIPR Link**.
2. This will take you to a **list of programs** currently on your Link.



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Running your program on the Link

Activity

3. Select (touch) the **name of the program** you want to run.
   - **Note:** in the example below, this is “Hello, World.c”.
4. Press (touch) the **“Run” button** on the Link.

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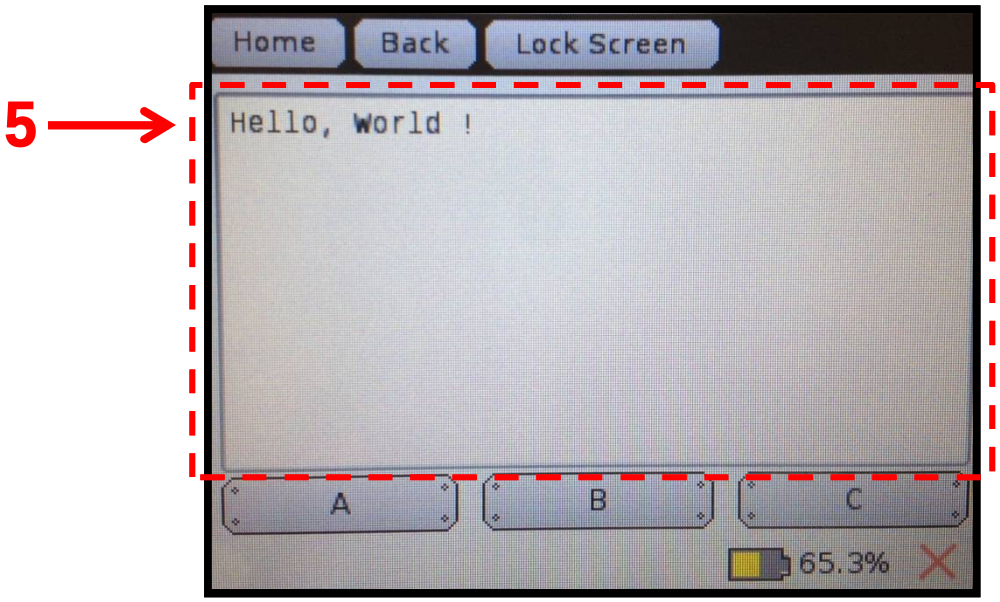
Running your program on the Link

Activity

5. The phrase "**Hello, World!**" will appear on your **Link screen**.



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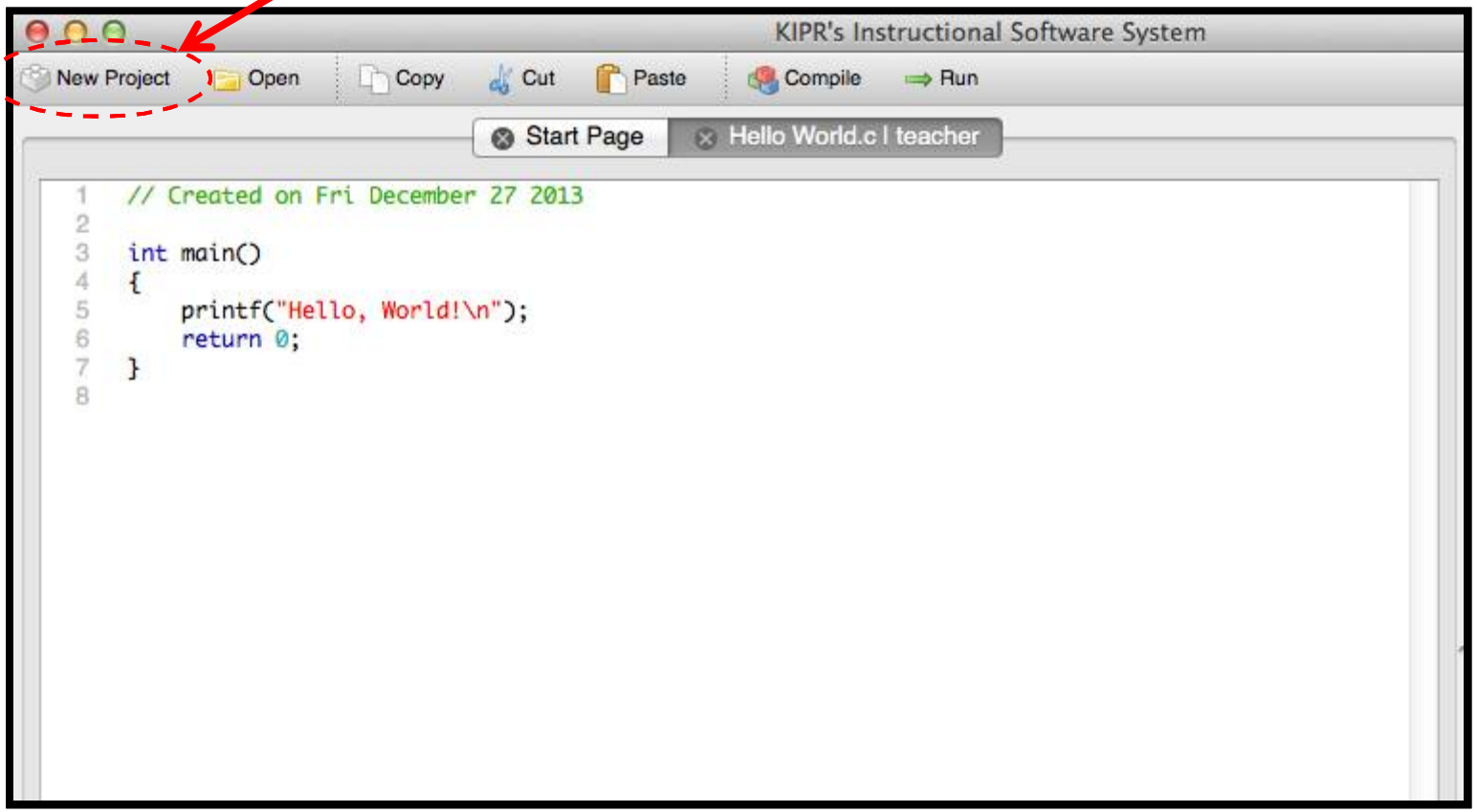
Starting another new project

Activity

Note: one *project* for one *program*.

Click the "New Project" button in the KISS IDE.



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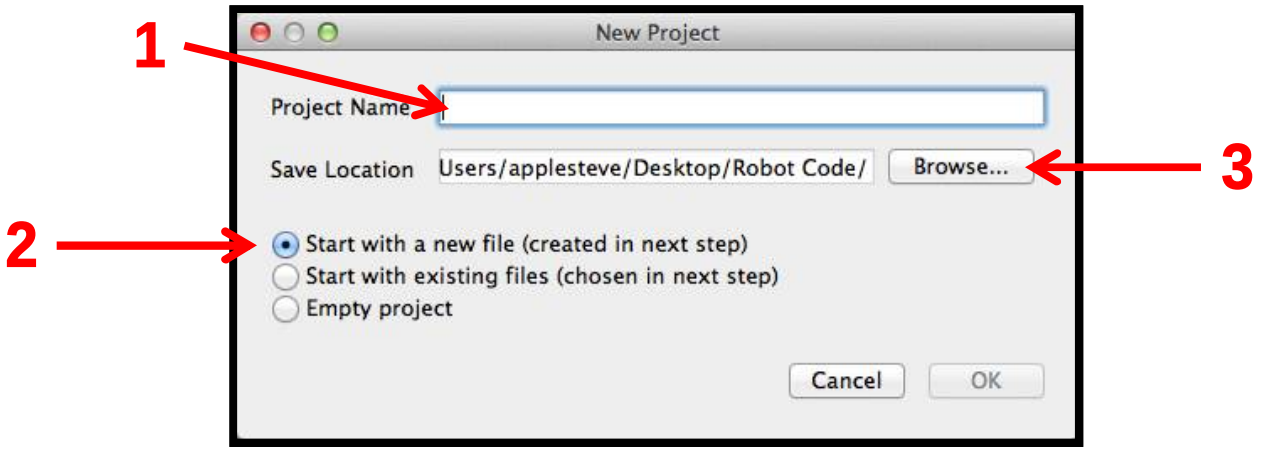
Name your new project

Activity

1. Give your *project* a **descriptive name**.
   - **Note:** you will have a lot of student's projects, so maybe use their first name followed by the name of the activity.
2. Select the **"Start with a new file (created in next step)"** option.
3. Click the **"Browse" button** to save the project into your **"Robot Code"** folder on your desktop (or wherever your folder is).



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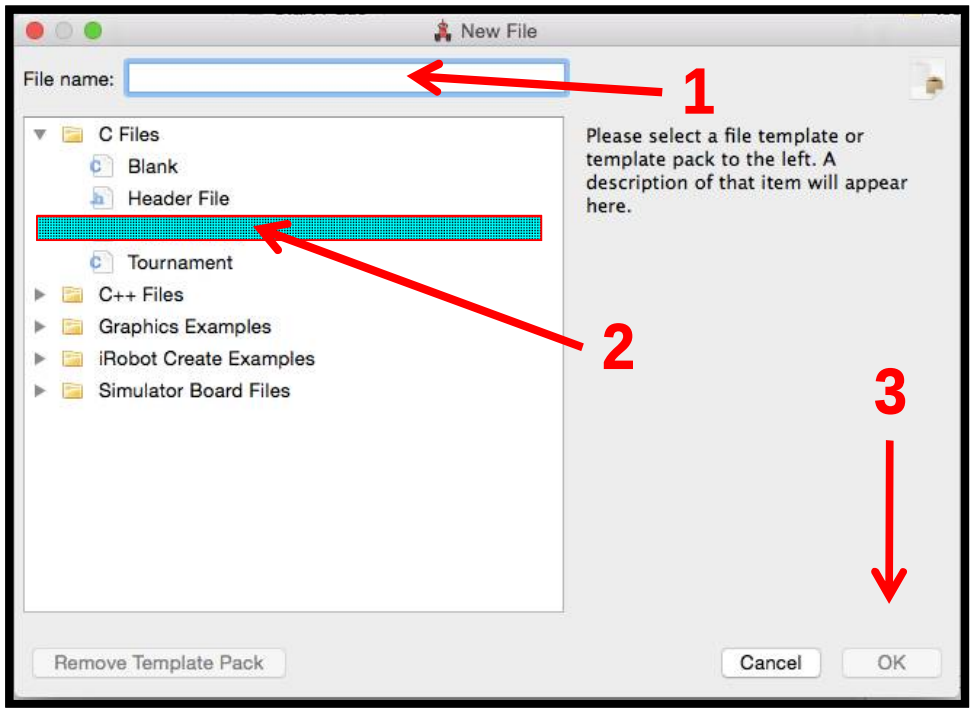
Add a new file to your new project

Activity

1. Give your *file* a **descriptive name** (for example, “First Program”).
   - **Note:** do not use a “.” (period) in your file name!
2. Select a *file template* (**sample source code**) to use:
   - Under **“C Files”**, select **“Hello, World!”** (we will always use this)
3. Click **“OK”**.



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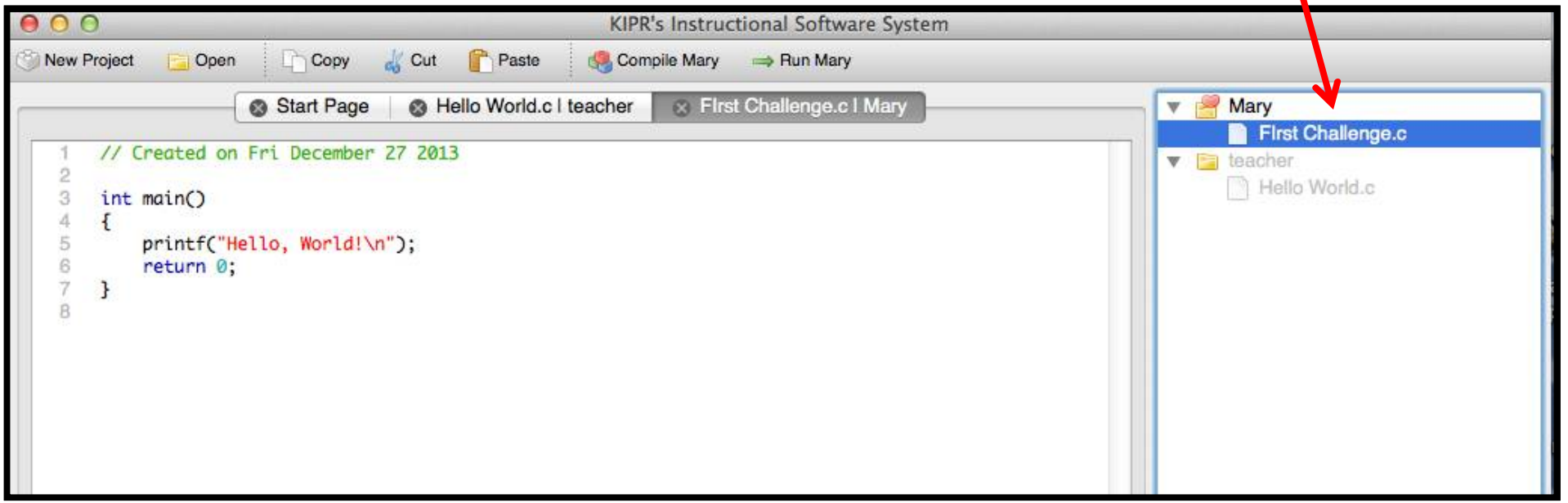
Starting another new project

Activity

Note: one *project* for one *program*.

Notice your *new project* is at the top and it has your *new file* in it.



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Explaining the “Hello, World!” C Program

Program flow and the main function

Programming statements and functions

Comments

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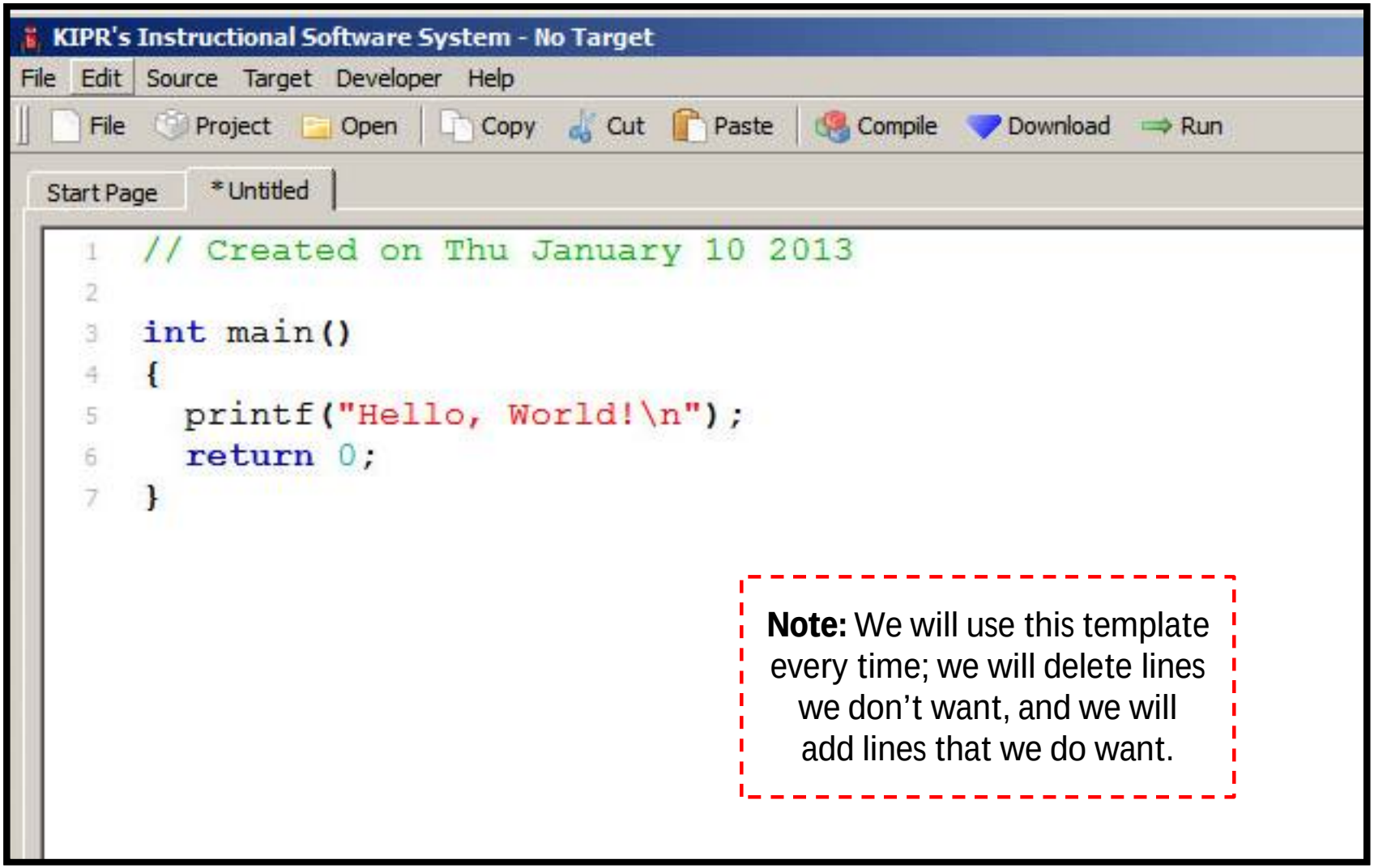
“Hello, World!”



Note: We will use this template every time; we will delete lines we don’t want, and we will add lines that we do want.

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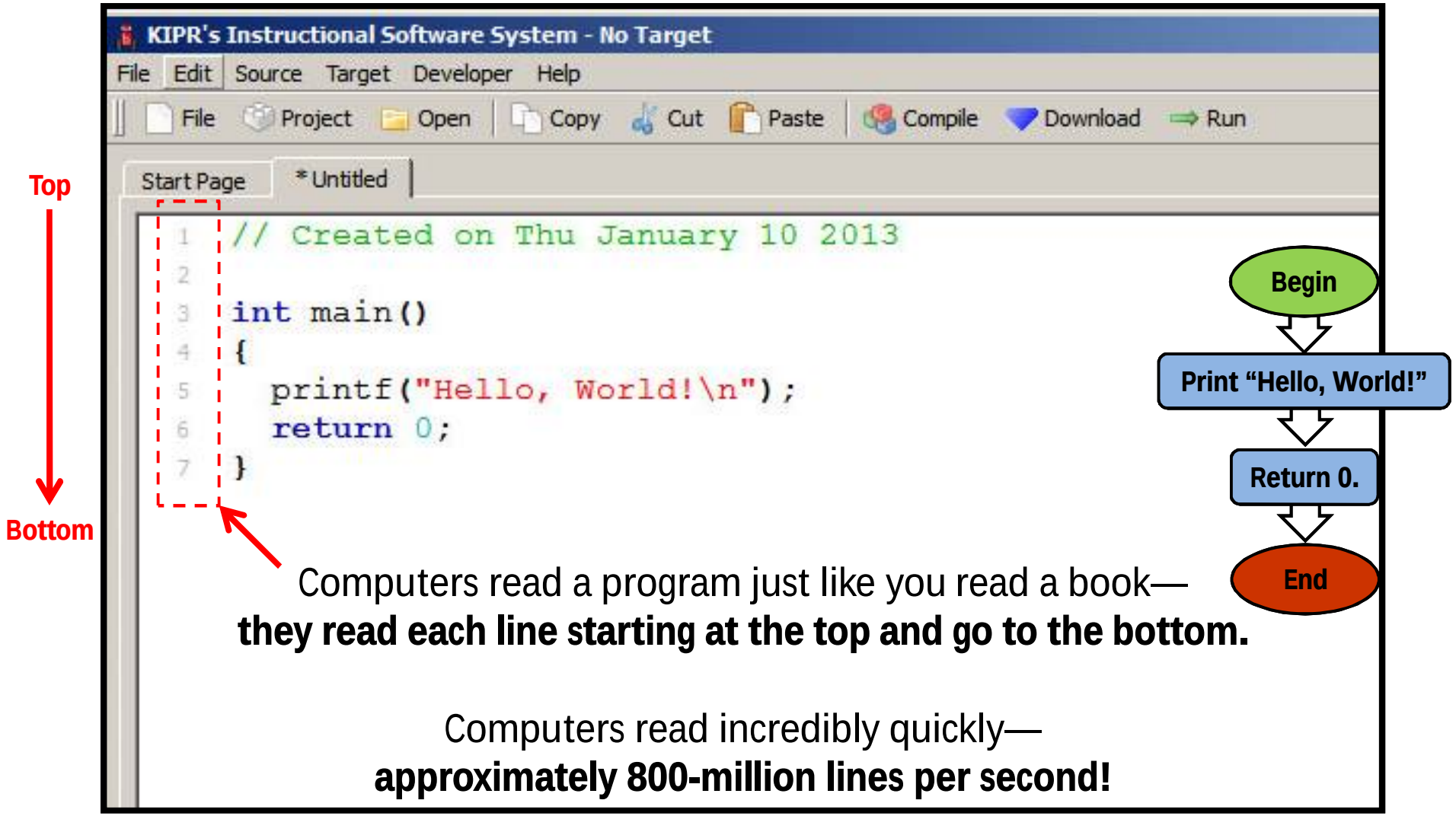
Program flow and line numbers



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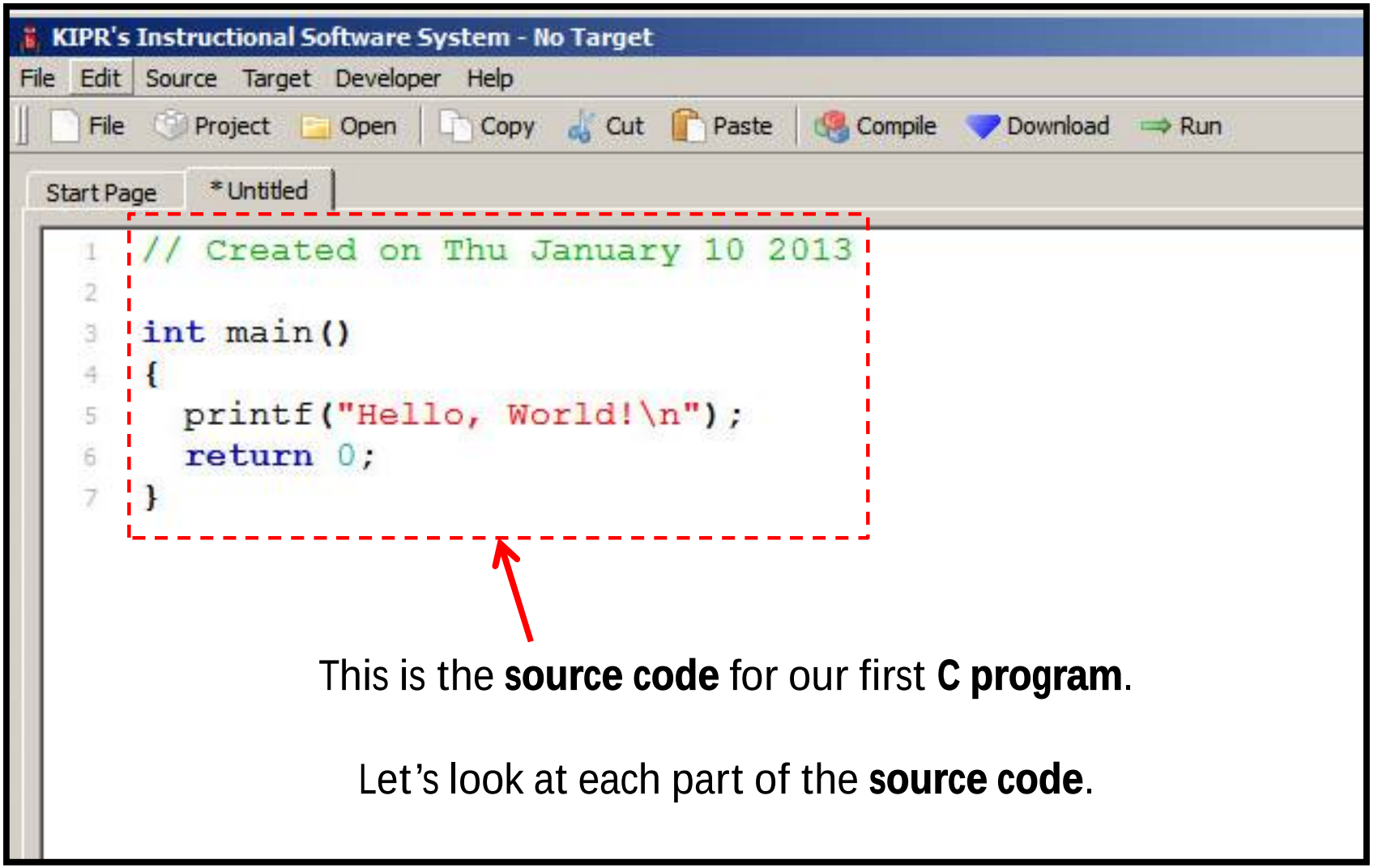
Source code



This is the **source code** for our first **C program**.

Let's look at each part of the **source code**.

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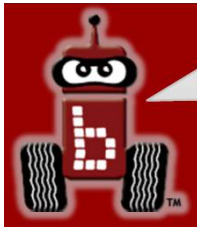

The `main` function

A "**function**" defines a list of actions to take.
A function is like a **recipe** for baking a cake.
When you "**call**" (use) the function,
the program follows the instructions and bakes the cake.

```
// Created on Thu January 10 2013

int main()
{
  printf("Hello, World!\n");
  return 0;
}
```

This is the "**`main` function**".

When you run your program,
the **`main` function** is executed.

A C program must have
exactly one **`main` function**.

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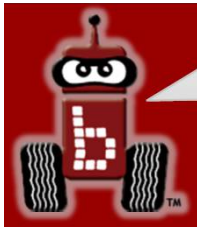

Block of code

The list actions that the function takes is defined inside a "**block of code**".

```
// Created on Thu January 10 2013

int main()
{
  printf("Hello, World!\n");
  return 0;
}
```

Block Header

Begin

End

A block is defined between a **beginning** curly brace { and an **ending** curly brace }.

This is a "**block of code**".

A block of code should always be preceded by a **block header**, which is the line just above the {.

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Programming statements

```
// Created on Thu January 10 2013

int main()
{
  printf("Hello, World!\n");
  return 0;
}
```

Statement #1 → `printf("Hello, World!\n");`

Statement #2 → `return 0;`

Inside the "**block of code**" (between the **{** and **}** braces), we write lines of code called "**programming statements**".

Each **programming statement** is an action to be executed by the computer (or robot) **in the order that it is listed**.

There can be any number of programming statements.

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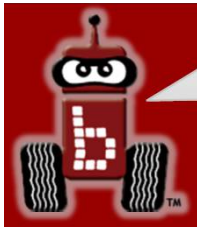

Ending a programming statement

```
// Created on Thu January 10 2013

int main()
{
  printf("Hello, World!\n");
  return 0;
}
```

Each **programming statement** ends with a **semicolon** **;** (*unless* it is followed by a new **block of code**).

This is similar to an **English sentence**, which ends with a ***period***.

If an English statement is missing a period, then it is a run-on sentence.

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Ending the `main` function

```
// Created on Thu January 10 2013

int main()
{
  printf("Hello, World!\n");
  return 0;
}
```

The **`main` function** ends with a `return` statement, which is the response or answer to the computer (or robot).

In this case, the "answer" back to the computer is `0`.

The `return` statement is the **last line before the `}` brace**.

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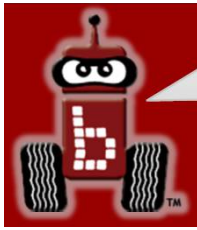

Comments

The **green** text at the top of the program is called a "**comment**".

```
// Created on Thu January 10 2013

int main()
{
  printf("Hello, World!\n");
  return 0;
}
```

Comments are helpful notes that can be read by you or your team—**they are *ignored* (not read) by the computer!**

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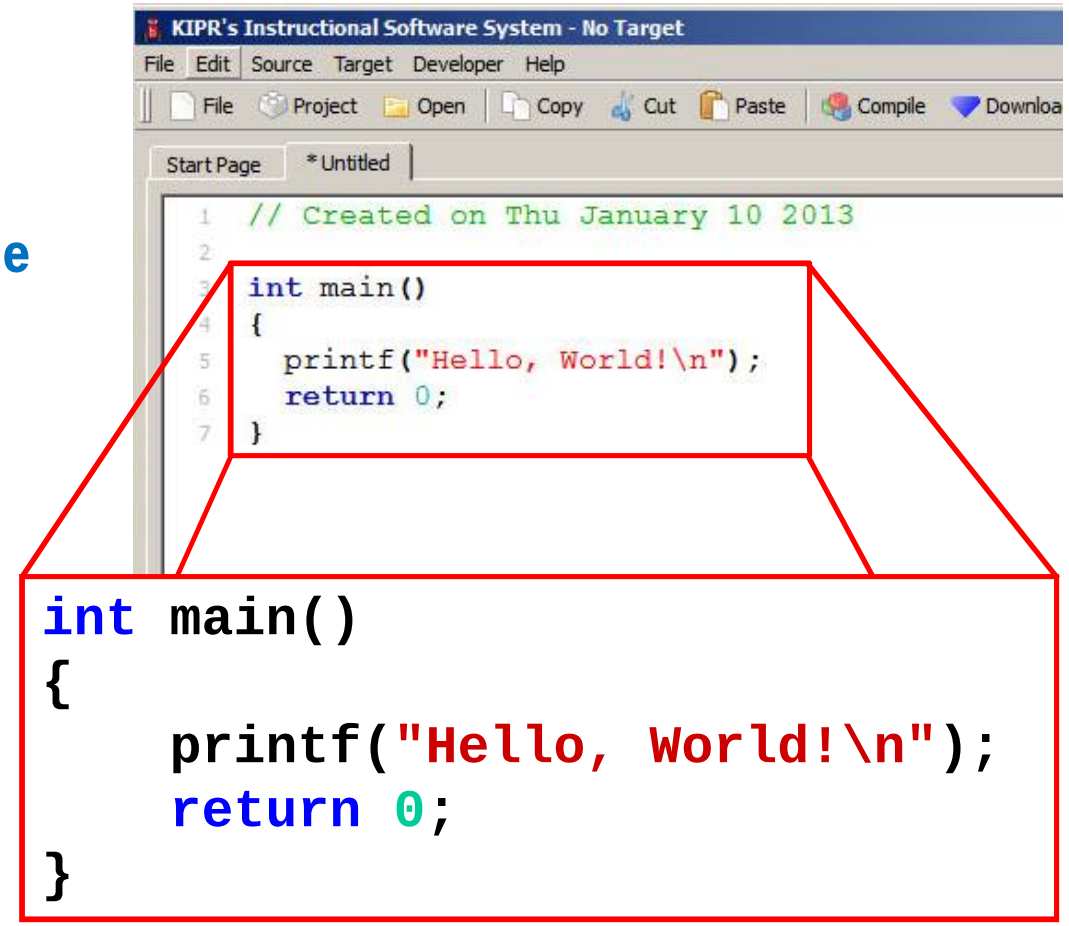
Text color highlighting

The KISS IDE highlights parts of a program to make it easier to read. (By default, the KISS IDE colors your code and adds line numbers.)

- **Comments** appear in green
- **Keywords** appear in **bold blue**
- **Text strings** appear in red
- **Numbers** appear in aqua



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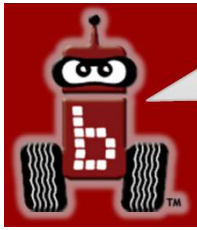


Print your name

Activity

Description: Write a program for the KIPR Link that prints your name.

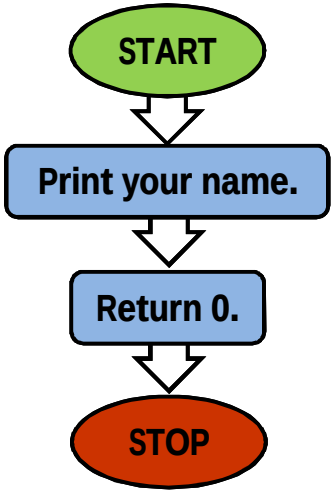
Solution:

Source Code

```
int main()
{
  // 1. Print your name.
  printf("Botguy\n");

  // 2. End the program.
  return 0;
}
```

Flowchart



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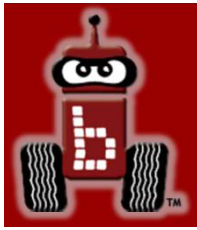

Designing Your Own Program

Breaking down a task

Pseudocode, flowcharts, and comments

`wait_for_milliseconds` function

Debugging your program

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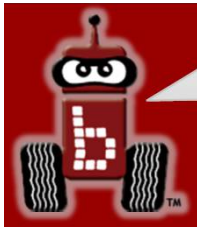

Complex tasks → simple subtasks

- Break down the objectives (**complex tasks**) into smaller objectives (**simple subtasks**).

- Break down the smaller tasks into even smaller tasks. Continue this process until each subtask can be accomplished by a list of individual programming statements.

- For example, the larger task might be to make a PB&J Sandwich which has smaller tasks of getting the bread and PB&J ready and then combining them.

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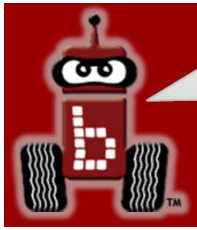


Practice printing

Activity

Description: Write a program for the KIPR Link that prints "Hello, World!" on one line, and then prints your name on the next line.

Analysis: What is the program supposed to do?

Pseudocode

1. Print "Hello, World!"
2. Print your name.
3. End the program.

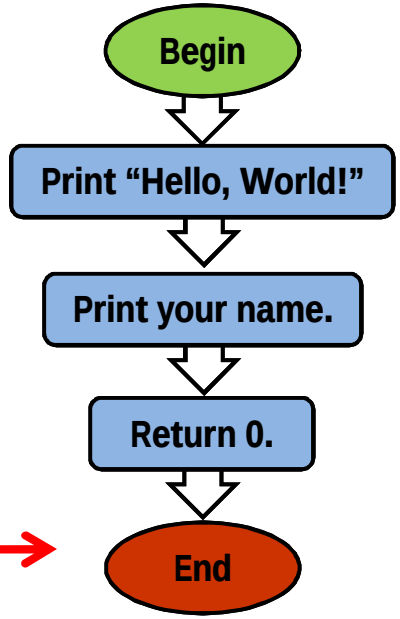
Comments

```
// 1. Print "Hello, World!"
// 2. Print your name.
// 3. End the program.
```

In English, write a list of actions to solve an activity.

Helps you *plan* the real code!

Flowchart



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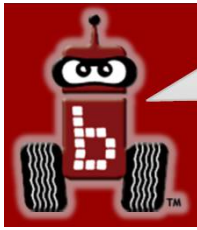

Practice printing

Activity

Solution: Create a **new project**, create a **new file**, and enter your **pseudocode** (as **comments**) and **source code** in the **`main`** function.

- **Note:** remember to give your project and file descriptive (unique) names!

Pseudocode (Comments)

```
int main()
{
  // 1. Print “Hello, World!”
  // 2. Print your name.
  // 3. End the program.
}
```

Helps you *write* the real code!

Source Code

```
int main()
{
  // 1. Print “Hello, World!”
  printf("Hello, World!\n");

  // 2. Print your name.
  printf("Botguy\n");

  // 3. End the program.
  return 0;
}
```

Execution: Compile and run your program on the KIPR Link.

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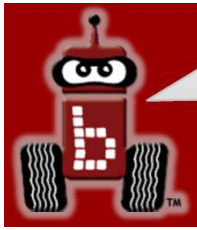

Practice printing

Activity

Reflection: What did you notice after you ran the program?

- The Link reads the code and goes to the next line faster than a blink of your eye.
- At 800MHz, the Link is executing millions of lines of code per second!
- To control a robot, sometimes it is helpful to **wait for some duration of time** after a function has been called so that it can actually run on the robot.
- To do this, we use the built-in function called **`wait_for_milliseconds`**.

Let's use this!

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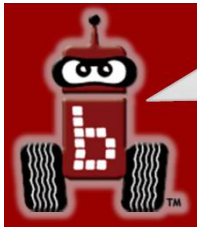

Using `wait_for_milliseconds`

```
int main()
{
  printf("slow ");
  wait_for_milliseconds(2500);  // wait for 2500 ms
  printf("printer\n");
  return 0;
}
```

What is this?

Another name for `wait_for_milliseconds` is `msleep`.
It is identical and shorter to type (but more difficult to remember).

`msleep(2500)` is the same as `wait_for_milliseconds(2500)`.

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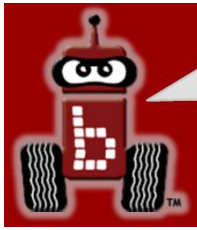


Waiting for some time

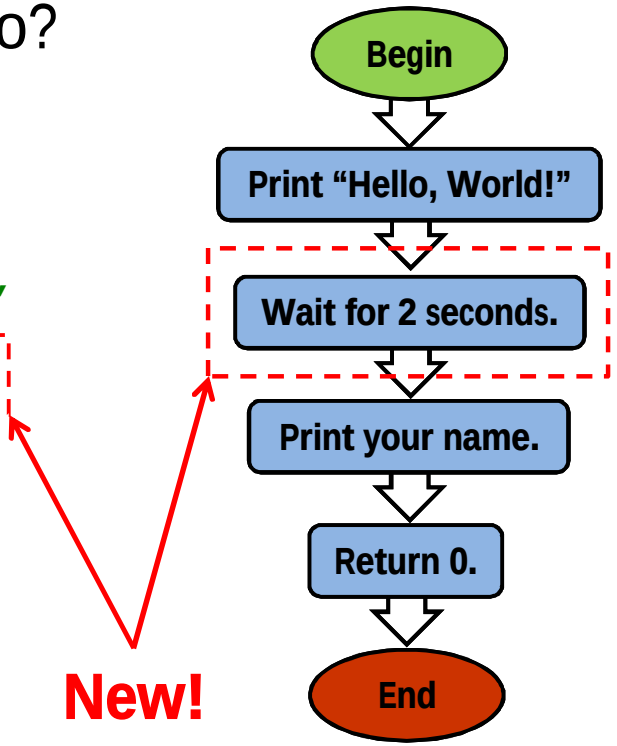
Activity

Description: Write a program for the KIPR Link that prints "Hello, World!" on one line, waits two seconds, and then prints your name on the next line.

Analysis: What is the program supposed to do?

Pseudocode	Comments
1. Print "Hello, World!"	`// 1. Print "Hello, World!"`
2. Wait for 2 seconds.	`// 2. Wait for 2 seconds.`
3. Print your name.	`// 3. Print your name.`
4. End the program.	`// 4. End the program.`

Flowchart



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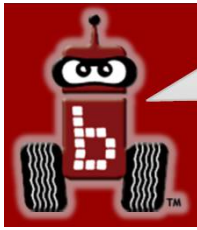

Waiting for some time

Activity

Solution: Create a **new project**, create a **new file**, and enter your **pseudocode** (as **comments**) and **source code** in the **`main`** function.

- **Note:** remember to give your project and file descriptive (unique) names!

Pseudocode (Comments)

```
int main()
{
  // 1. Print “Hello, World!”
  // 2. Wait for 2 seconds.
  // 3. Print your name.
  // 4. End the program.
}
```

Source Code

```
int main()
{
  // 1. Print “Hello, World!”
  printf("Hello, World!\n");

  // 2. Wait for 2 seconds.
  wait_for_milliseconds(2000);

  // 3. Print your name.
  printf("Botguy\n");

  // 4. End the program.
  return 0;
}
```

Execution: Compile and run your program on the KIPR Link.

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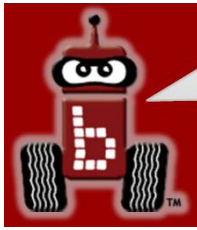

Waiting for some time

Activity

Reflection: What did you notice after you ran the program?

- Did your code work the first time you typed it in? Did you have any "**errors**"?

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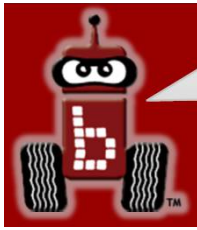

Debugging Errors

!!! ERROR !!!

- If you do not follow the rules of the **programming language**, then the **compiler** will get confused and not be able to **translate** your **source code** into **machine code**—it will say "**Compile Failed!**"
- The KISS IDE will try to tell you where it *thinks* the **error** is located.
- The process of trying to resolve this **error** is called "**debugging**".
- To test this, remove a `;` from one of your programs and compile it.

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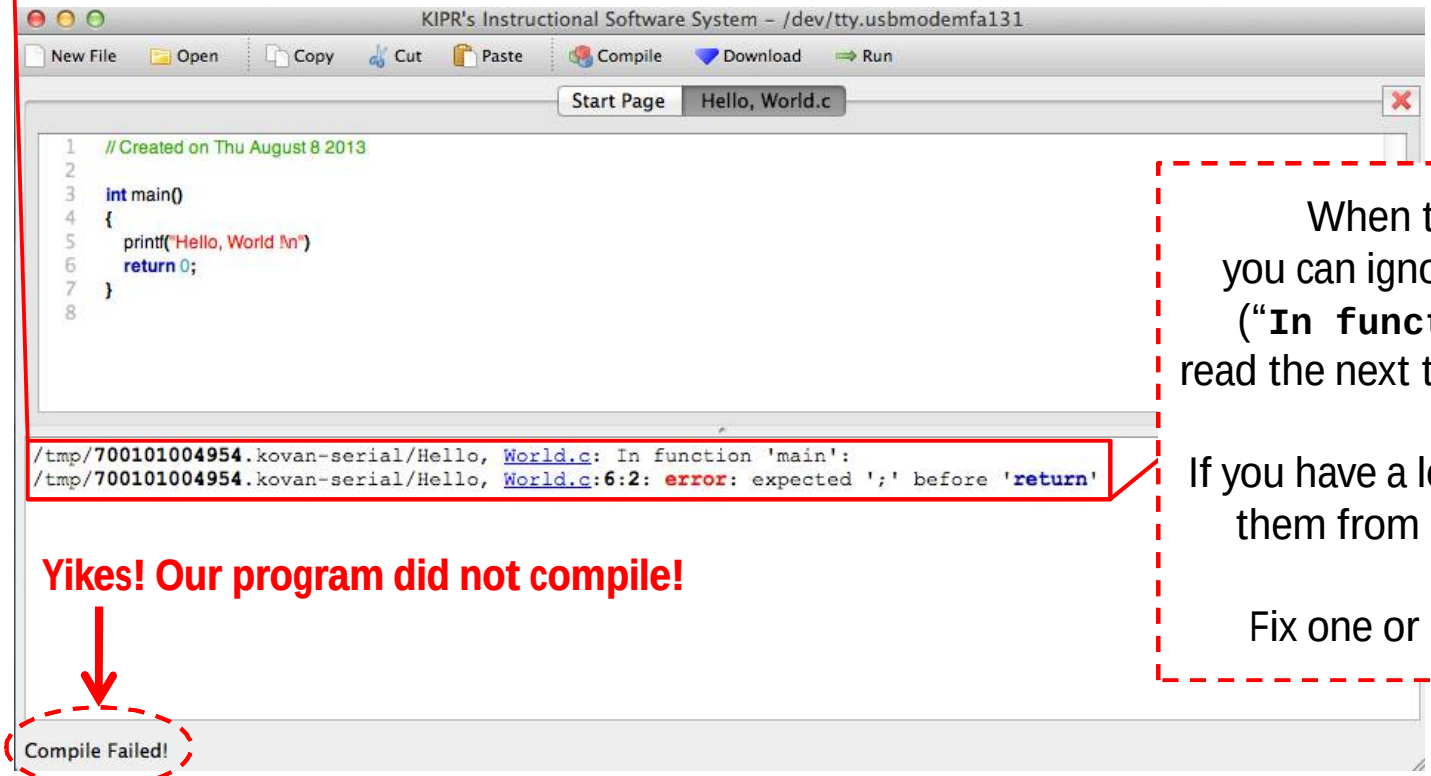
Debugging Errors

Activity

line # : col # (the error is on or before the line #)

```
/tmp/700101004954.kovan-serial/Hello, World.c: In function 'main':
/tmp/700101004954.kovan-serial/Hello, World.c:6:2: error: expected ';' before 'return'
```

" expected ; " (semicolon)



When there is an error, you can ignore the first error line ("`In function 'main'`") and read the next to see what the error is.

If you have a lot of errors, start fixing them from the top going down.

Fix one or two and recompile.

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Moving the DemoBot with Motors

Plugging in motors (ports and direction)

`motor` functions

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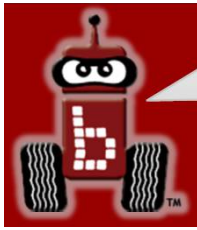

Check your robot's motor ports

Activity

- To program your robot to move, you need to know which **motor ports** your motors are plugged into.

- Computer scientists start counting at 0, so the **motor ports** are numbered **0**, **1**, **2**, and **3**.

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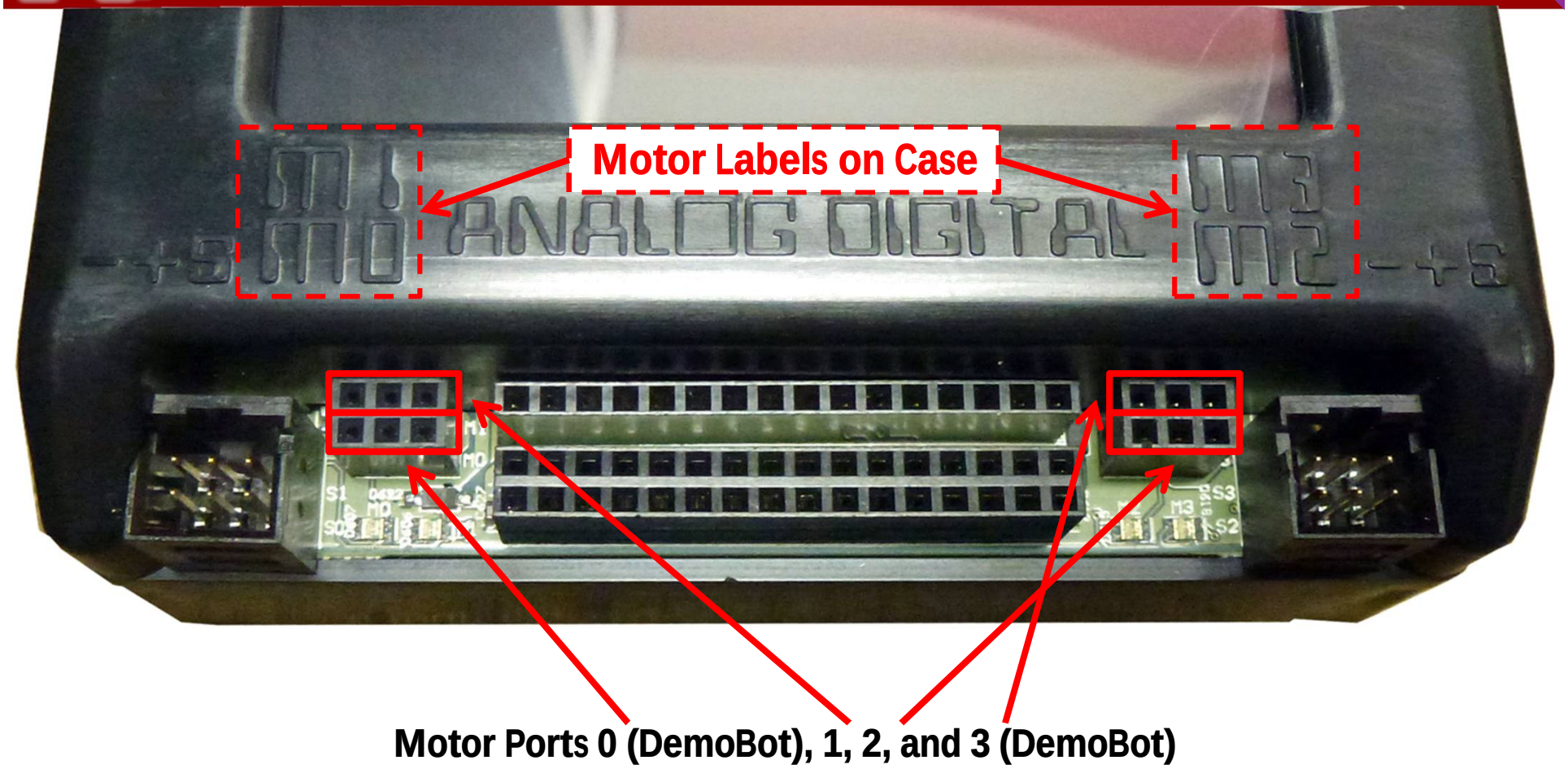
KIPR Link motor ports

Activity



Motor Ports 0 (DemoBot), 1, 2, and 3 (DemoBot)

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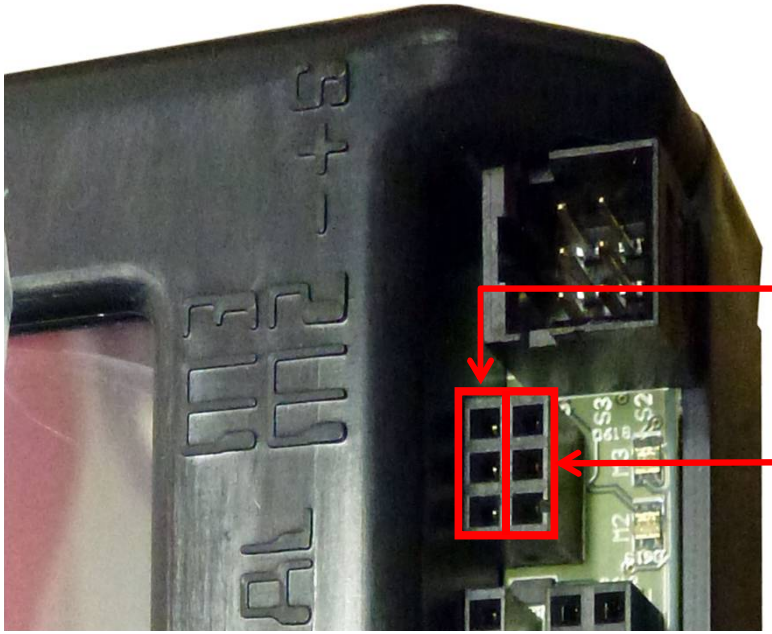
Botball®

Plugging in motors

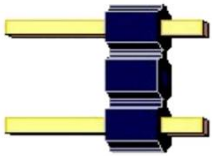
Activity

- **Motors** have the **two gray wires** and **two-prong plugs**.
- The KIPR Link has 4 motor ports numbered **0** (bottom) & **1** (top) on the left, and **2** (bottom) & **3** (top) on the right.
- When a port is powered (receiving motor commands), it has a light that glows **green** for one direction and **red** for the other direction.
  - Plug orientation order determines motor direction.
  - By convention, **green** is **forward** (**+**) and **red** is **reverse** (**–**).



Motor Port #3

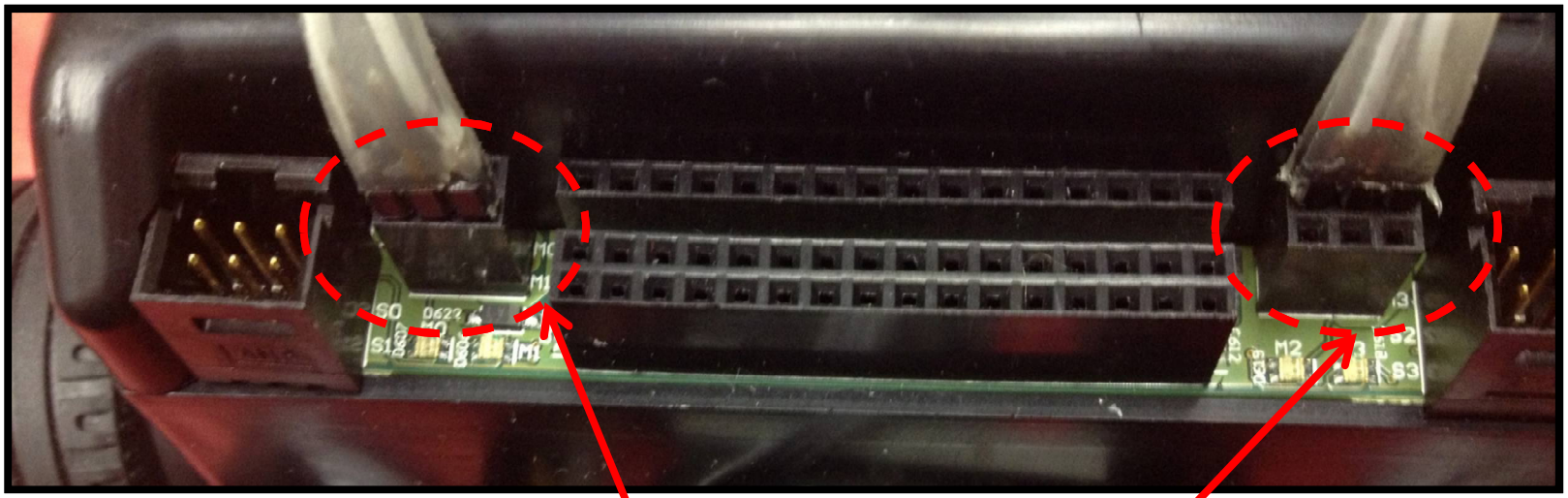
Motor Port #2



Drive motors have a two-prong plug.

Plugged in motors

Activity



DemoBot Motor Ports 0 (left wheel) and 3 (right wheel)

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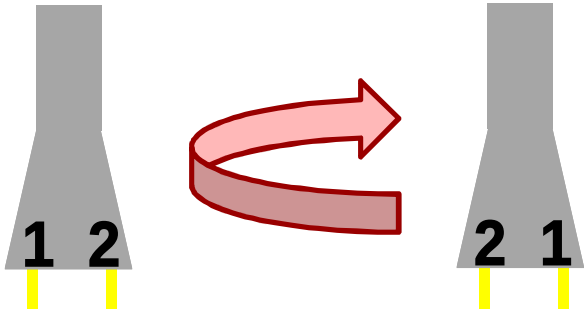
Motor direction

Activity

You want your motors going in the same direction; otherwise, your robot will go in circles!

- **Motors** have **two grey wires** with **two-prong plugs**.
- There is no left side or right side or colored wire.
- You can plug these in two different ways:
  - One direction is clockwise, and the other direction is counterclockwise.



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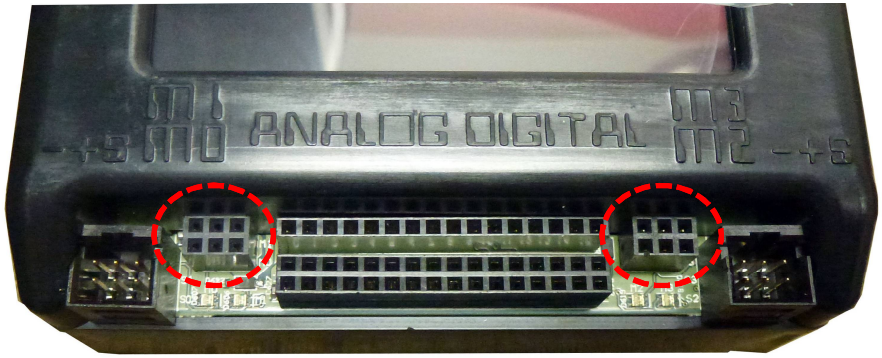
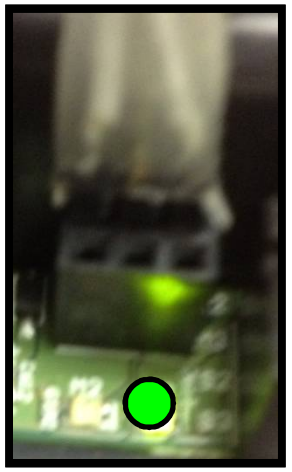
Motor port and direction check

Activity

There is an easy way to check this!

- Manually rotate the tire, and you will see an LED light up by the **motor port** (the **port #** is labeled on the board).
  - If the LED is **green**, it is going **forward** (**+**).
  - If the LED is **red**, it is going **reverse** (**–**).





- Use this trick to check the **port #**'s and **direction** of your **motors**.
  - If one is **red** and the other is **green**, turn one motor plug 180° and plug it back in.
  - The lights should both be **green** if the robot is moving forward.

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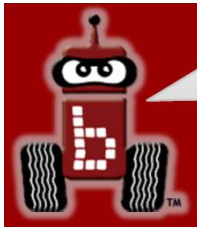

Common motor functions

There are several functions for motors.
We will begin with `motor`.

Motor port #
(between **0** and **3**)

```
motor(0, 100);
// Turns on motor port #0 at 100% power.
// Select any power between -100% and 100%.

wait_for_milliseconds(# milliseconds);
// Wait for the specified amount of time.

ao();
// Turn off all of the motors.
```

A **positive number** should drive the motor **forward**; if not, rotate the motor plug 180°.

A **negative number** should drive the motor **reverse**.

If two drive motors are plugged in in opposite directions from each other, then the robot will go in a circle.

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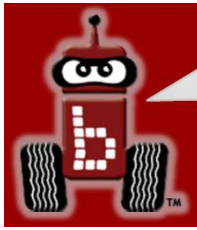

Using motor and ao

```
int main()
{
  motor(0, 100);
  wait_for_milliseconds(2500);
  ao();
  return 0;
}
```


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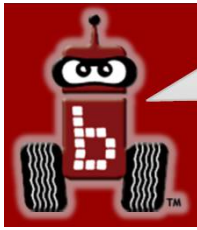

KISS IDE functions cheat sheet

Resource

Until you are familiar with the functions that you will be using, use this “cheat sheet” as an easy reference.

(Copy and paste is also very helpful.)

```
printf("text\n");                          // Prints the specified text to the screen
wait_for_milliseconds(# milliseconds);     // Waits specified number of milliseconds before next line
msleep(# milliseconds);                    // Another name for wait_for_milliseconds (identical)
motor(port #, % power);                    // Turns on motor with specified port # at specified % power
mav(port #, velocity);                     // Move motor at specified velocity (# ticks per second)
mrp(port #, velocity, position);           // Move motor to specified relative position (in # ticks)
ao();                                      // All off; turns all motor ports off
enable_servos();                           // Turns on servo ports
disable_servos();                          // Turns off servo ports
set_servo_position(port #, position);      // Moves servo in specified port # to specified position
wait_for_light(port #);                    // Waits for light in specified port # before next line
wait_for_touch(port #);                    // Waits for touch in specified port # before next line
analog(port #)                             // Get a sensor reading from a specified analog port #
digital(port #)                            // Get a sensor reading from a specified digital port #
analog_et(port #)                          // Get an ET sensor reading from a specified analog port #
shut_down_in(time in seconds);             // Shuts down all motors after specified # of seconds
```


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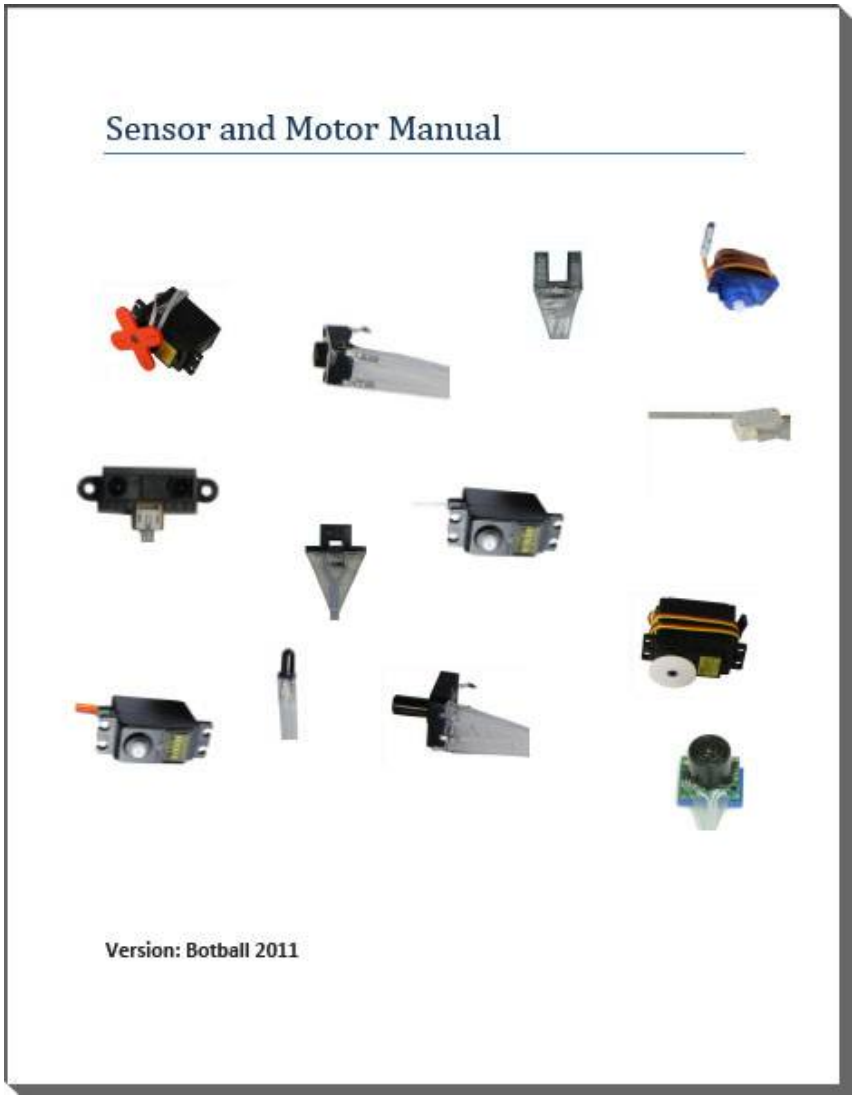
Sensor and Motor Manual

Resource

For additional details about **motors**, consult the "**Sensor and Motor Manual**", available via the KISS IDE "**Help**" menu or on your **KIPR USB drive**.



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Moving the DemoBot

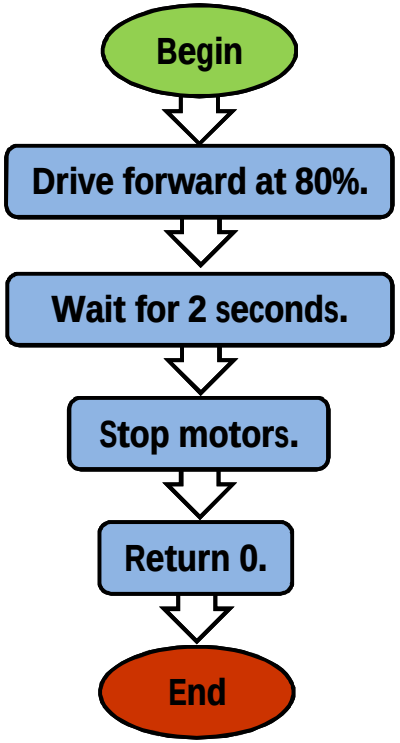
Activity

Description: Write a program for the KIPR Link that drives the DemoBot forward at 80% power for two seconds, and then stops.

Analysis: What is the program supposed to do?

Pseudocode	Comments
1. Drive forward at 80%.	`// 1. Drive forward at 80%.`
2. Wait for 2 seconds.	`// 2. Wait for 2 seconds.`
3. Stop motors.	`// 3. Stop motors.`
4. End the program.	`// 4. End the program.`

Flowchart



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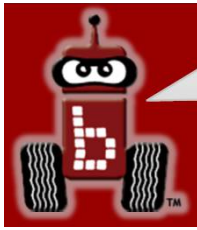

Moving the DemoBot

Activity

Solution: Create a **new project**, create a **new file**, and enter your **pseudocode** (as **comments**) and **source code** in the **`main`** function.

- **Note:** remember to give your project and file descriptive (unique) names!

Psuedocode (Comments)

```
int main()
{
  // 1. Drive forward at 80%.
  // 2. Wait for 2 seconds.
  // 3. Stop motors.
  // 4. End the program.
}
```

Source Code

```
int main()
{
  // 1. Drive forward at 80%.
  motor(0, 80);
  motor(3, 80);

  // 2. Wait for 2 seconds.
  wait_for_milliseconds(2000);

  // 3. Stop motors.
  ao();

  // 4. End the program.
  return 0;
}
```

Execution: Compile and run your program on the KIPR Link.

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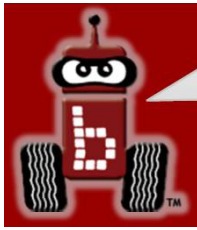

Moving the DemoBot

Activity

Reflection: What did you notice after you ran the program?

- Did the DemoBot move forward?
  - **Positive** (**+**) numbers should move the motors in a clockwise direction (**forward**); if not, rotate the motor plug 180° where it plugs into the Link.
  - If your robot moves in a circle, one motor is either not moving (is it plugged in?) or they are moving in opposite directions (rotate the motor plug 180°).
- Did the DemoBot drive straight? (hints on an upcoming slide)
- How can you make the robot turn left or right? (hints on an upcoming slide)

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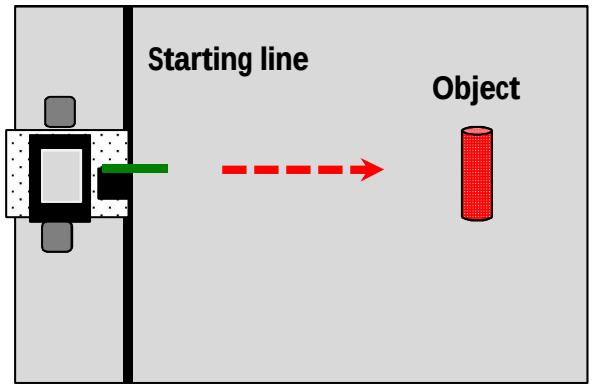
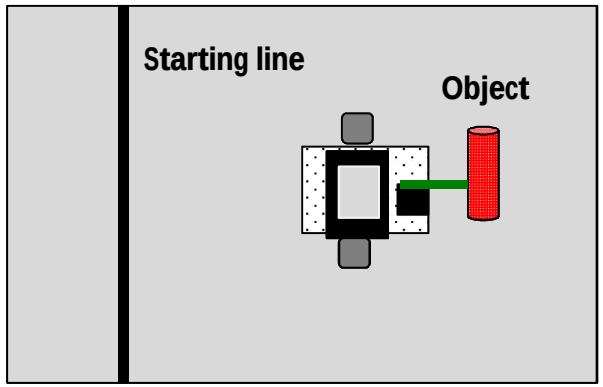
Touch an object and “go home”

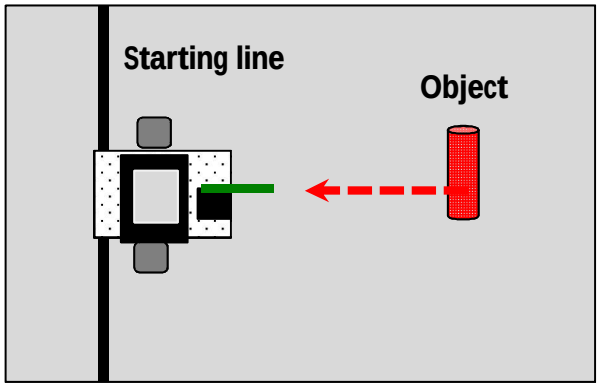
Activity

Description: Write a program for the KIPR Link that drives the DemoBot forward until it touches an object (or gets as close as it can), and then returns to its starting location (“home”).

- Move the object to various distances.







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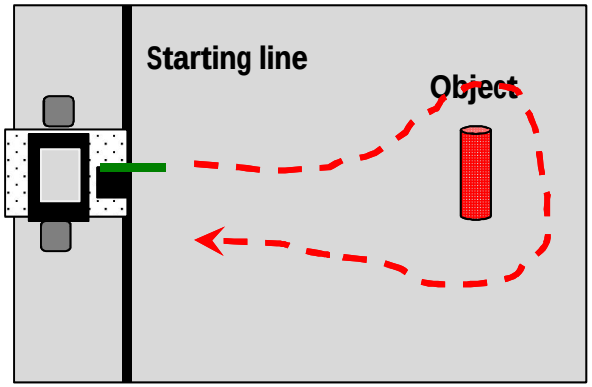
Circle an object and “go home”

Activity

Description: Write a program for the KIPR Link that drives the DemoBot *around* an object, and then returns to its starting location.

- If you touch the object, you must start over.
- The quickest trip is the winner.
- Move the object to various distances.
- Go clockwise and counterclockwise.



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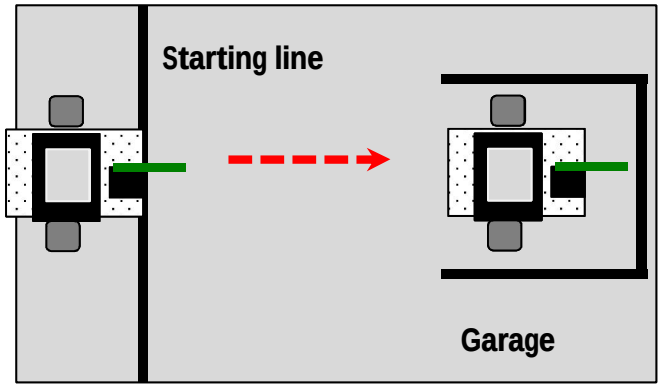
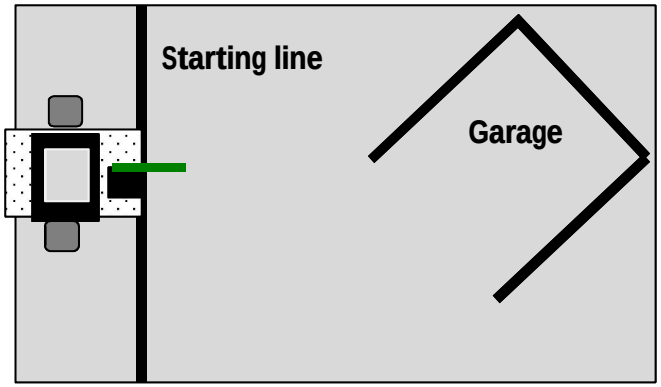
Park in the garage

Activity

Description: Write a program for the KIPR Link that drives the DemoBot from the starting line to park in the "garage" (box or tape outlined on the floor).

- Start with the garage straight across from the starting line.
- If you touch the garage, start over from the starting line.
- Vary the size of the garage.
- Move the garage to various distances and orientations.





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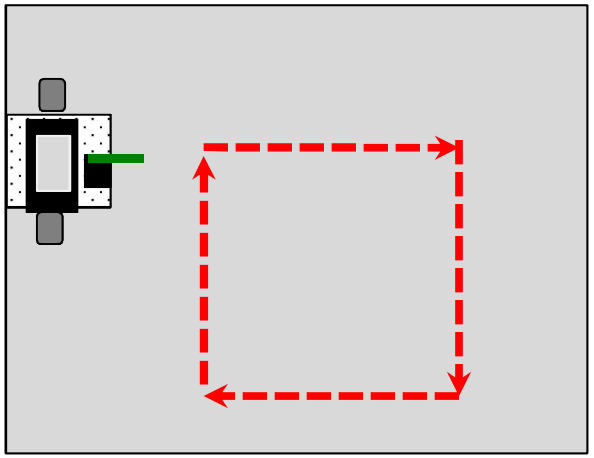
Draw a square

Activity

Description: Write a program for the KIPR Link that drives the DemoBot along a path in the shape of a square.

- Start with having the robot make a 90° turn (both directions).
- Then add in forward movements to have the robot drive along a square path (remember the direction your robot is taking).
- Try drawing other regular polygons (pentagons, hexagons, octagons, etc.).



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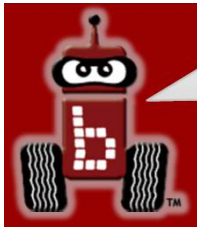


Draw a square

Analysis: What is the program supposed to do?

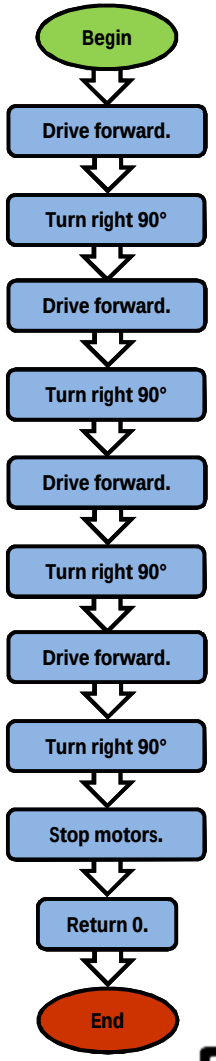
Pseudocode

1. Drive forward.
2. Turn right 90°.
3. Drive forward.
4. Turn right 90°.
5. Drive forward.
6. Turn right 90°.
7. Drive forward.
8. Turn right 90°.
9. Stop motors.
10. End the program.

Comments

```
// 1. Drive forward.
// 2. Turn right 90-degrees.
// 3. Drive forward.
// 4. Turn right 90-degrees.
// 5. Drive forward.
// 6. Turn right 90-degrees.
// 7. Drive forward.
// 8. Turn right 90-degrees.
// 9. Stop motors.
// 10. End the program.
```

Flowchart



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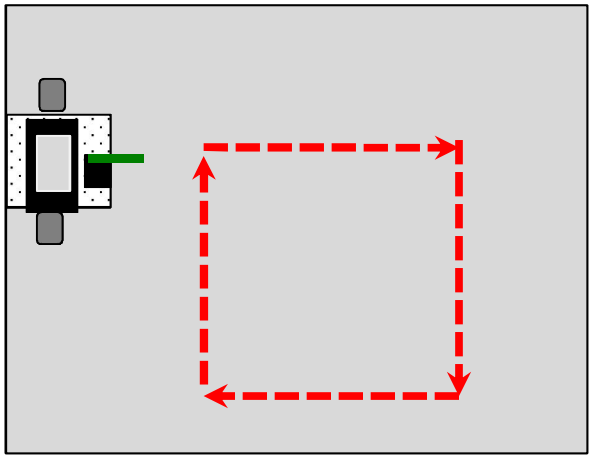
Draw a square

Solution:

Here is some code that uses the **`motor`** and **`wait_for_milliseconds`** functions to drive the robot in a square.

Note: this is just *one of many* solutions.



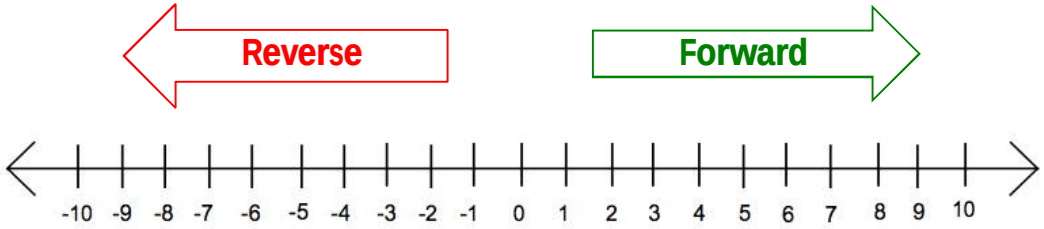
Activity

```
int main()
{
  // 1. Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // 2. Turn right 90-degrees.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // 3. Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // 4. Turn right 90-degrees.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // 5. Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // 6. Turn right 90-degrees.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // 7. Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // 8. Turn right 90-degrees.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  ao();      // 9. Stop motors.
  return 0;  // 10. End the program.
} // end main
```

Robot Driving Hints

Resource

Remember your # line:
positive numbers (+) go forward and negative numbers (–) go in reverse.



Driving straight: it is surprisingly difficult to drive in a straight line…

- **Problem:** Motors are not exactly the same.
- **Problem:** The tires might not be aligned perfectly.
- **Problem:** One tire has more resistance.

And many, many other reasons…

- **Solution:** You can adjust this by slowing down or speeding up the motors.

Making turns:

- **Solution:** Have one wheel go faster or slower than the other.
- **Solution:** Have one wheel move while the other one is stopped.
- **Solution:** Have one wheel move forward and the other wheel move in reverse (friction is less of a factor when both wheels are moving).

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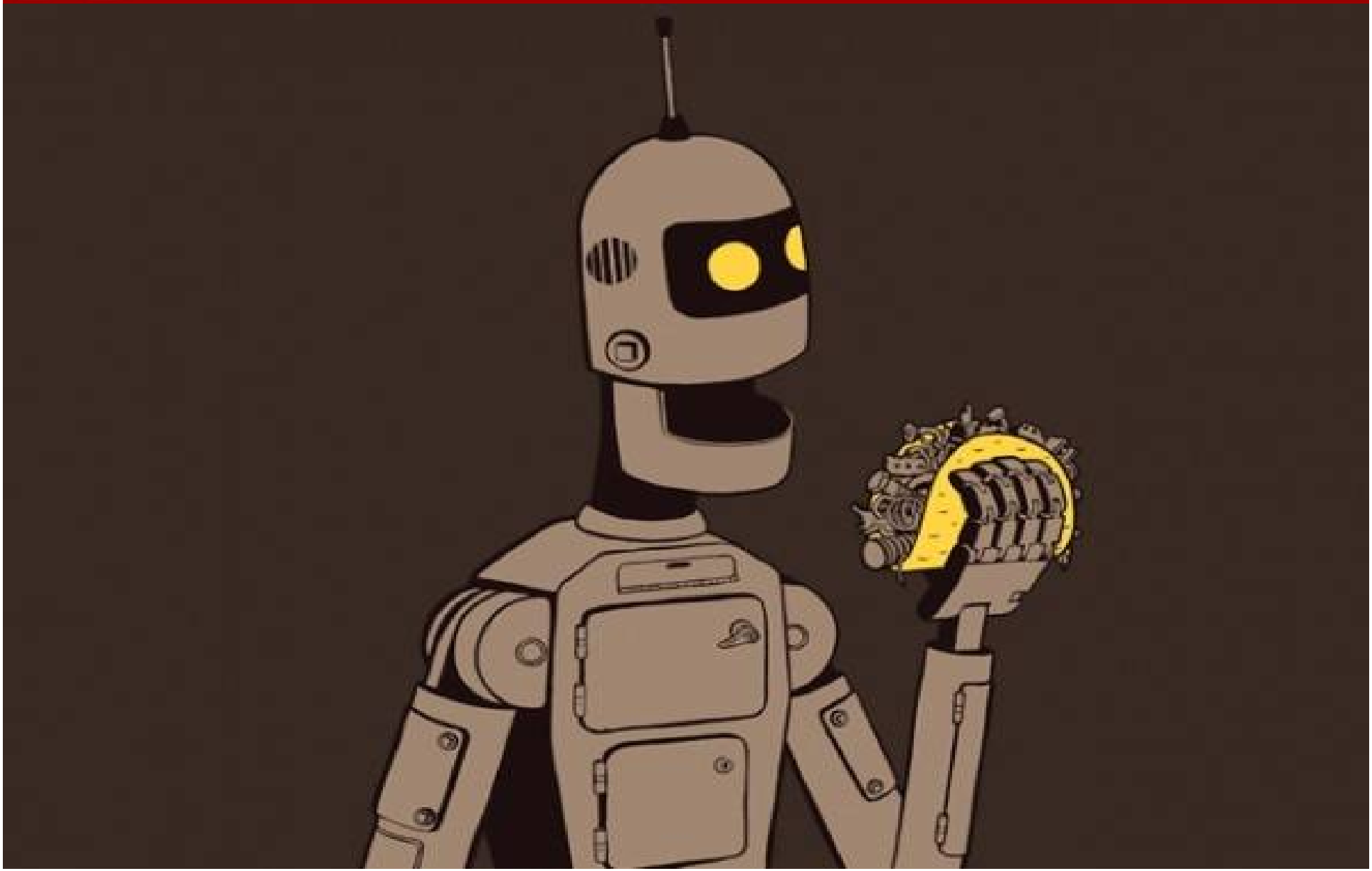
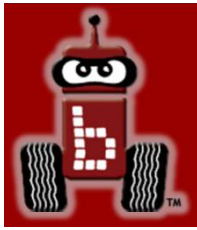
Lunch!





Fun with Functions

Writing your own functions

Function prototypes, definitions, and calls

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Draw a square

Activity

Reflection:

Notice there are many repeated steps.
For example:

```
// Drive forward.
motor(0, 100);
motor(0, 100);
wait_for_milliseconds(4000);
```

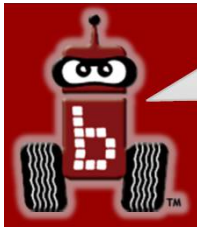
... is **repeated 4 times** in this program!

- Also, "Turn right 90-degrees."

You will quickly learn to use copy-and-paste over and over again, but there is a better and easier way...

Learning to write your own functions allows you to reuse code easily!

```
int main()
{
  // 1. Drive forward.                    Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // 2. Turn right 90-degrees.            Turn right.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // 3. Drive forward.                    Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // 4. Turn right 90-degrees.            Turn right.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // 5. Drive forward.                    Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // 6. Turn right 90-degrees.            Turn right.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // 7. Drive forward.                    Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // 8. Turn right 90-degrees.            Turn right.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  ao();       // 9. Stop motors.
  return 0;  // 10. End the program.
} // end main
```



Writing your own functions

- **Remember:** a **function** is like a recipe.

- When you "**call**" (use) the **function**, the computer (or robot) does all of the actions listed in the "recipe" **in the order they are listed**.

- **Functions** are very helpful if you take some actions multiple times:
  - driving straight forward → `drive_forward();`
  - making a 90° left turn → `turn_left_90();`
  - making a 180° turn → `turn_around();`
  - lifting an arm up → `lift_arm();`
  - closing a claw → `close_claw();`

We made these up... and that's the point!

You can write your own functions to do whatever you want!

- **Functions** often make it easier to **(1)** read the `main` function, and **(2)** change distance, turning, timing, or other values if necessary.

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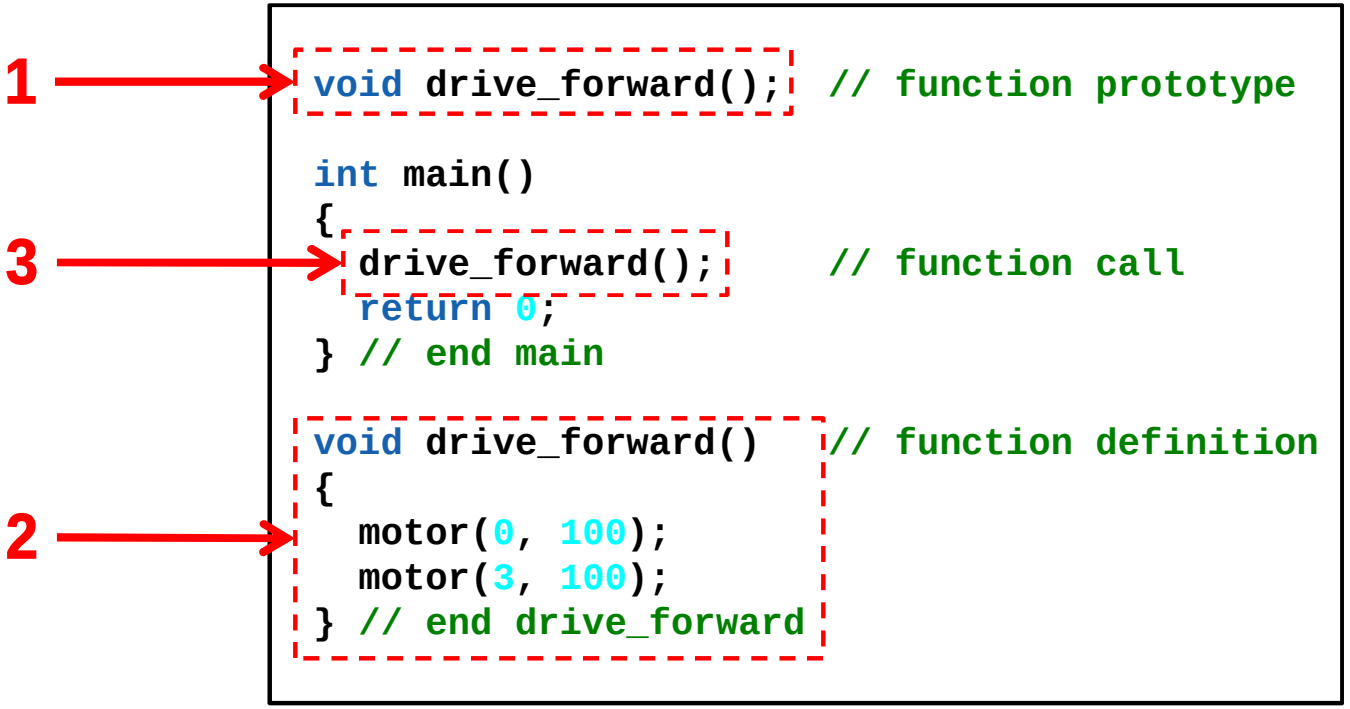
Writing your own functions

- There are **three components** to a function:
  1. **Function prototype:** a "promise" to the computer that the function is *defined* somewhere (an entry in the table of contents of a recipe book)
  2. **Function definition:** the list of actions to be executed (the recipe)
  3. **Function call:** using the function (recipe) in your program



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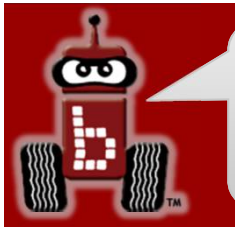

Writing your own functions

Function prototypes go above `main`.

Function calls go inside `main` (or inside other functions).

Function definitions go below `main`.

```
void drive_forward();  // function prototype


int main()
{
  drive_forward();     // function call
  return 0;
} // end main


void drive_forward()   // function definition
{
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);
  ao();
} // end drive_forward
```


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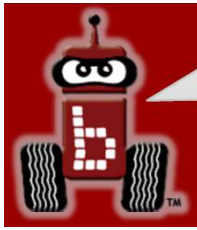

Writing your own functions

The **function prototype** and the **function definition** *look* the same *except for one thing*...

```
void drive_forward();  // function prototype



int main()
{
  drive_forward();     // function call
  return 0;
} // end main



void drive_forward()   // function definition
{
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);
  ao();
} // end drive_forward
```

Notice: no semicolon!
(Why not?)

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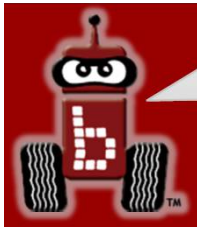

Writing your own functions

```
void drive_forward();  // function prototype



int main()
{
  drive_forward();     // function call
  return 0;
} // end main



void drive_forward()   // function definition
{
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);
  ao();
} // end drive_forward
```

The function prototype is a "promise" to the computer...

... that you will tell the computer *what* to do in the function definition.

Neither the function prototype nor the function definition tell the computer ***when*** to use the function. That is the job of the function call...

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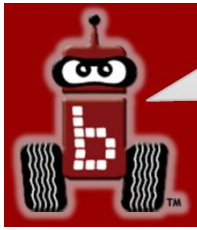

Writing your own functions

```
void drive_forward();  // function prototype



int main()
{
  drive_forward();     // function call
  return 0;
} // end main



void drive_forward()   // function definition
{
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);
  ao();
} // end drive_forward
```

The function call makes the computer jump down to the function definition.

The program then executes all of the lines of code in the block of code.

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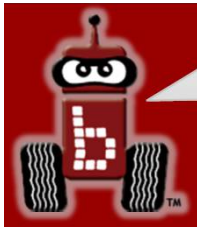
Botball®



Writing your own functions

```
void drive_forward();  // function prototype



int main()
{
  drive_forward();     // function call
  return 0;
} // end main


void drive_forward()   // function definition
{
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);
  ao();
} // end drive_forward
```

After the computer executes all of the lines of code in the function definition, the program jumps back up to the line of code ***after*** the function call and continues.

This is the *end* } of the function definition.

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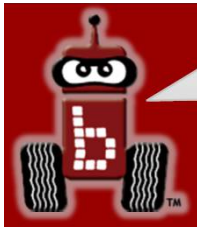


Writing your own functions

```
// function prototypes
void drive_forward();
void turn_right();
```

```
int main()
{
  drive_forward();    // drive_forward function call
  turn_right();       // turn_right function call
  return 0;
} // end main
```

```
void drive_forward()  // drive_forward function definition
{
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);
  ao();
} // end drive_forward
```

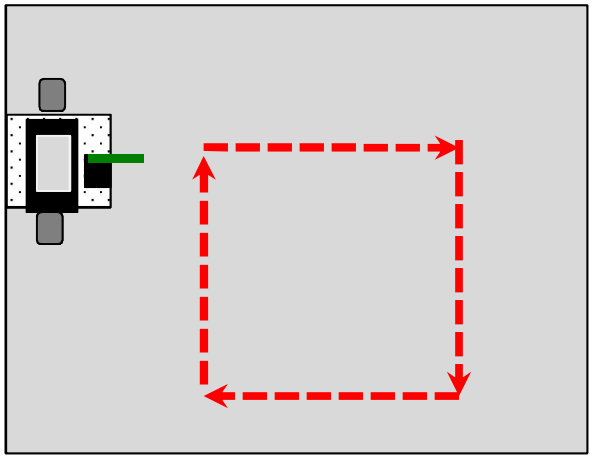
```
void turn_right()     // turn_right function definition
{
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);
  ao();
} // end turn_right
```

Draw a square using functions

Activity

Description: Write a program for the KIPR Link that drives the DemoBot along a path in the shape of a square *using functions*.

- **Hint:** modify your old square-drawing program to use your own functions.
- Break the task down into common subtasks → these become your functions!



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Activity

Code without your functions

```
int main()
{
  // 1. Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // 2. Turn right 90-degrees.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // 3. Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // 4. Turn right 90-degrees.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // 5. Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // 6. Turn right 90-degrees.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // 7. Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // 8. Turn right 90-degrees.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  ao();      // 9. Stop motors.
  return 0;  // 10. End the program.
} // end main
```

main is shorter and easier to read.

Code with your functions

```
// Function prototype for
// drive_forward_and_turn_right.
void drive_forward_and_turn_right();


// Function definition for main.
int main()
{
  // Four function calls for
  // drive_forward_and_turn_right.
  drive_forward_and_turn_right();
  drive_forward_and_turn_right();
  drive_forward_and_turn_right();
  drive_forward_and_turn_right();
  return 0;
} // end main


// Function definition for
// drive_forward_and_turn_right.
void drive_forward_and_turn_right()
{
  // Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // Turn right 90-degrees.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // Stop motors.
  ao();
} // end drive_forward_and_turn_right
```

Draw a square

Activity

Reflection:

1. It makes the main function easier to read and understand, and spotting mistakes is much easier.
2. You to only have to change a value **one time** in the **function definition** for it to affect the entire program.
   - For example, to draw a smaller square, simply change the **`wait_for_milliseconds`** value in your **`drive_forward_and_turn`** function definition from **`4000`** to **`2000`**.

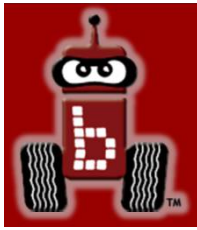
```
// Function prototype for
// drive_forward_and_turn_right.
void drive_forward_and_turn_right();


// Function definition for main.
int main()
{
  // Four function calls for
  // drive_forward_and_turn_right.
  drive_forward_and_turn_right();
  drive_forward_and_turn_right();
  drive_forward_and_turn_right();
  drive_forward_and_turn_right();
  return 0;
} // end main


// Function definition for
// drive_forward_and_turn_right.
void drive_forward_and_turn_right()
{
  // Drive forward.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(4000);

  // Turn right 90-degrees.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // Stop motors.
  ao();
} // end drive_forward_and_turn_right
```



Variables and Functions with Arguments

Data types

Creating and setting a variable

Variable arithmetic

Functions with arguments and return values

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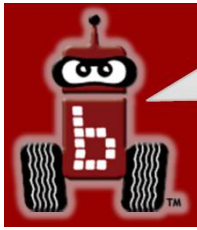


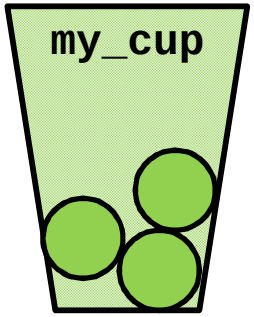
Variables

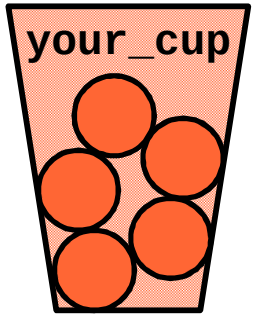
- A "**variable**" is a ***named*** container that stores a **type** of **value**.

- A **variable** has the following three components:
  1. the **type** of data it stores (holds),
  2. the **name**, and
  3. the **value**.

```
1     2
int my_cup;
my_cup = 3;
          3
```

- Think of a **variable** like a cup with your name on it…





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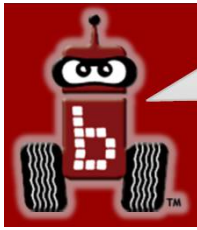

Variable Names

Each **variable** is given a unique name so we can identify it…

- Variable names can be *almost* anything you would like.
- Variable names can contain **letters**, **numbers**, and **underscores** (“_”).
- Variable names **cannot** begin with a **number**.

An Example:

```
// Variable to keep a count of events.
int counter;       // variable declaration
counter = 0;       // variable “initialization”
```


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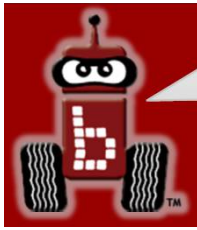


Functions with arguments

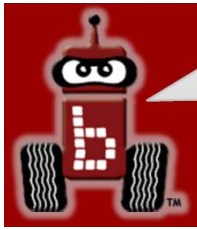
- There are **four components** to a function *with arguments*:
  1. **Function prototype:** a "promise" to the computer that the function is *defined* somewhere (an entry in the table of contents of a recipe book)
  2. **Function definition:** the list of actions to be executed (the recipe)
  3. **Function call:** using the function (recipe) in your program
  4. **Function arguments:** values you will set when you call the function

```
1 → void drive_forward(int power);  // function prototype

  int main()
  {
3 →  drive_forward(80);             // function call
    return 0;
  } // end main

  void drive_forward(int power)     // function definition
2 → {
    motor(0, power);
    motor(3, power);
  } // end drive_forward
```

4



Writing your own functions with arguments

Function prototypes go above `main`.

Function calls go inside `main` (or inside other functions).

Function definitions go below `main`.

```
void drive_forward(int milliseconds);  // function prototype


int main()
{
  drive_forward(4000);  // function call
  return 0;
} // end main


void drive_forward(int milliseconds)  // function definition
{
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(milliseconds);
  ao();
} // end drive_forward
```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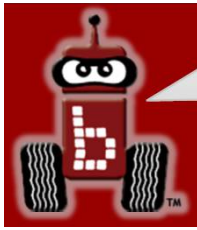

Writing your own functions with arguments

The function prototype and the function definition *look* the same *except for one thing*...

```
void drive_forward(int milliseconds);  // function prototype



int main()
{
  drive_forward(4000);  // function call
  return 0;
} // end main



void drive_forward(int milliseconds)  // function definition
{
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(milliseconds);
  ao();
} // end drive_forward
```

Notice: no semicolon! (Why not?)

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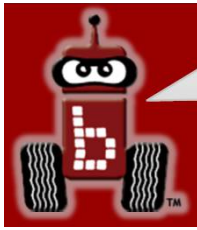

Writing your own functions with arguments

```
void drive_forward(int milliseconds);  // function prototype



int main()
{
  drive_forward(4000);  // function call
  return 0;
} // end main


void drive_forward(int milliseconds)  // function definition
{
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(milliseconds);
  ao();
} // end drive_forward
```

The value in the function call ***sets*** the value of the argument...

... which is then used in the function definition.

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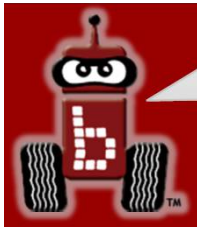

Writing your own functions with arguments

```
void drive_forward(int power, int milliseconds);  // function prototype



int main()
{
  drive_forward(80, 4000);  // function call
  return 0;
} // end main



void drive_forward(int power, int milliseconds)  // function definition
{
  motor(0, power);
  motor(3, power);
  wait_for_milliseconds(milliseconds);
  ao();
} // end drive_forward
```

The value in the function call ***sets*** the value of the argument...

... which is then used in the function definition.

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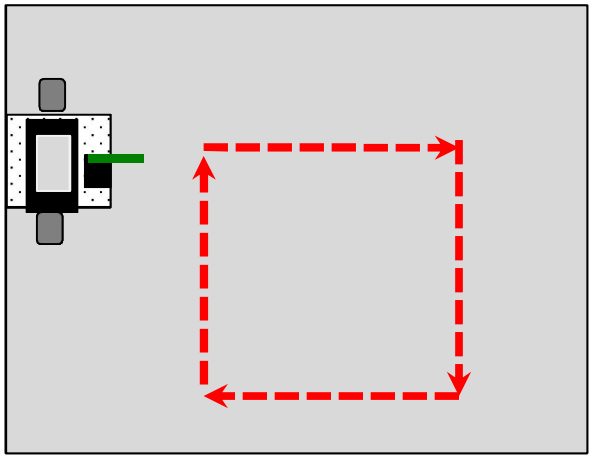
Draw squares of different sizes

Activity

Description: Write a program for the KIPR Link that drives the DemoBot along a path in the shape of squares of different side lengths *using functions*.

- **Hint:** modify your old square-drawing program to use your own functions that include an argument that influences the length of the square side(s).
- **First:** try modifying your old function by adding one argument.
- **Next:** try modifying your function by adding a second argument.



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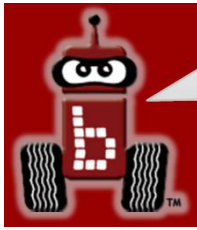


Draw squares of different sizes

Activity

Solution:

Function with one argument.

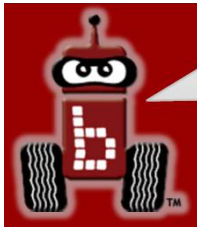
```
// Function prototype (with one argument)
// for drive_forward_and_turn_right.
void drive_forward_and_turn_right(int milliseconds);


// Function definition for main.
int main()
{
  // Four function calls (with one argument)
  // for drive_forward_and_turn_right.
  drive_forward_and_turn_right(5000);
  drive_forward_and_turn_right(5000);
  drive_forward_and_turn_right(5000);
  drive_forward_and_turn_right(5000);
  return 0;
} // end main


// Function definition (with one argument)
// for drive_forward_and_turn_right.
void drive_forward_and_turn_right(int milliseconds)
{
  // Drive forward
  // for the specified number of milliseconds.
  motor(0, 100);
  motor(3, 100);
  wait_for_milliseconds(milliseconds);

  // Turn right 90-degrees.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // Stop motors.
  ao();
} // end drive_forward_and_turn_right
```



Draw squares of different sizes

Activity

Solution:

Function with two arguments.

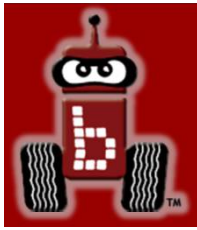
```
// Function prototype (with two arguments)
// for drive_forward_and_turn_right.
void drive_forward_and_turn_right(int power, int milliseconds);


// Function definition for main.
int main()
{
  // Four function calls (with two arguments)
  // for drive_forward_and_turn_right.
  drive_forward_and_turn_right(50, 5000);
  drive_forward_and_turn_right(50, 5000);
  drive_forward_and_turn_right(50, 5000);
  drive_forward_and_turn_right(50, 5000);
  return 0;
} // end main


// Function definition (with two arguments)
// for drive_forward_and_turn_right.
void drive_forward_and_turn_right(int power, int milliseconds)
{
  // Drive forward at the specified power
  // for the specified number of milliseconds.
  motor(0, power);
  motor(3, power);
  wait_for_milliseconds(milliseconds);

  // Turn right 90-degrees.
  motor(0,  100);
  motor(3, -100);
  wait_for_milliseconds(1500);

  // Stop motors.
  ao();
} // end drive_forward_and_turn_right
```



Moving the DemoBot Servos

Plugging in servos (ports)

`enable_servos` and `disable_servos` functions

`set_servo_position` function

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Servos

- A **servo motor** (or "**servo**" for short) is a motor that rotates to a specified **position between 0° and 180°**.
- Servos are great for raising an arm or closing a claw to grab something.
- Servo motors look very similar to non-servo motors, but there are differences…
  - A servo has **three wires** (orange, red, and brown) and a **black plastic plug**.
  - A non-servo motor has **two gray wires** and a **two-prong plug**.

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KIPR Link servo ports

Activity

Servo Motor Ports 0, 1, 2, and 3

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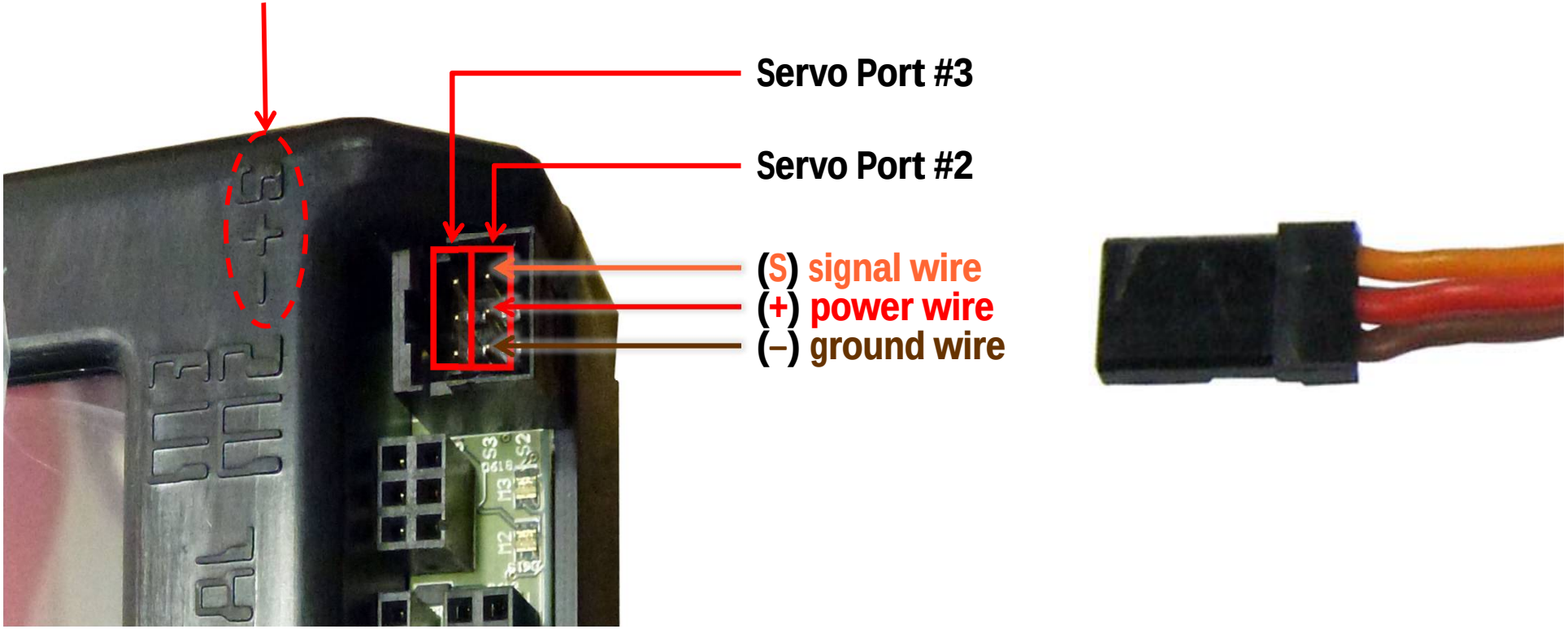
Plugging in servos

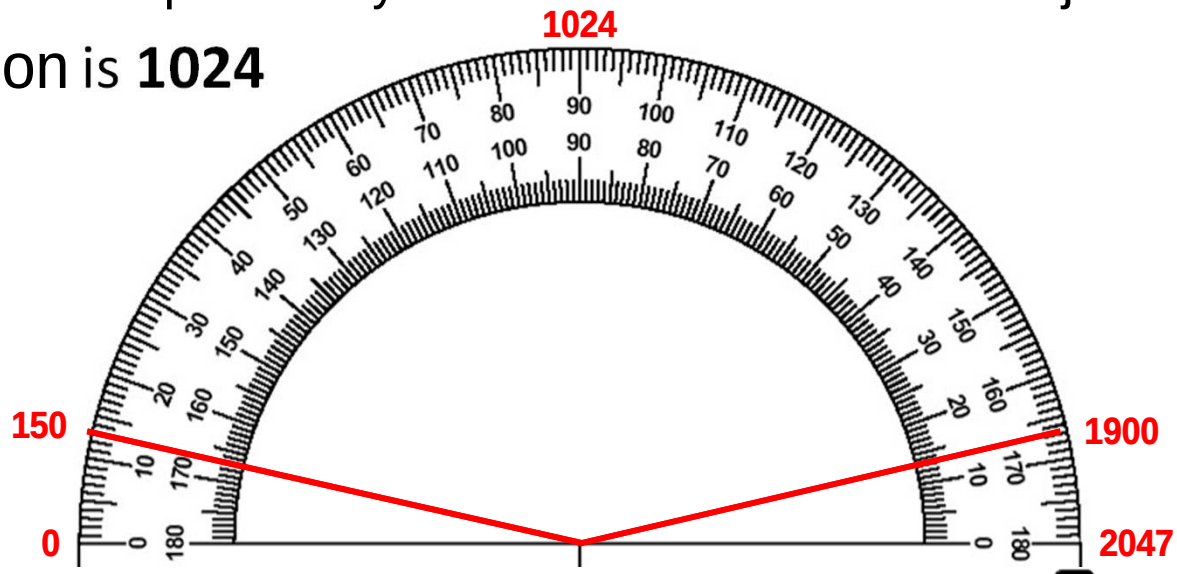
Activity

- The KIPR Link has 4 servo ports numbered **0** (bottom) & **1** (top) on the left, and **2** (bottom) & **3** (top) on the right.
- Notice that the case of the KIPR Link is marked:
  - (S) for the **orange** (**signal**) wire, which regulates servo position
  - (+) for the **red** (**power**) wire
  - (–) for the **brown** (**ground**) wire ("the ground is down, down is negative")



Servo positions

- Think of a servo like a protractor…
  - Angles in the **180° range of motion** (between 0° and 180°) are divided into **2048 servo positions**.
  - These **2048 positions** range from 0 to 2047, but due to internal mechanical hard stop variability you should use **150 to 1900**
    (**remember:** computer scientists start counting with 0, not 1).
  - This allows for greater precision when setting a position
    (you have 2048 different positions you can choose from instead of just 180).
- The default position is **1024** (centered).



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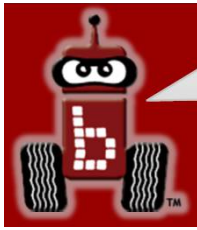

Servo functions

- To help save power, servo ports by default are **not** active until they are **enabled**.
- Functions are provided for **enabling** or **disabling** all servo ports.
- A function is also provided for **setting the position** of a servo.

```
enable_servos();  // Activate (turn on) all servo ports.

disable_servos();  // De-activate (turn off) all servo ports.

set_servo_position(2, 925);  // Rotate servo on port #2 to position 925.
```

- **Remember:** the useable range of positions is from 150 to 1900.
- The **default position** when servos are enabled is **1024** (**centered**), which means that all **servos will automatically move to this position** when **`enable_servos`** is called.
- You can "**preset**" a servo position by calling **`set_servo_position`** ***before*** calling **`enable_servos`**. This will make the servo move to this position rather than center.

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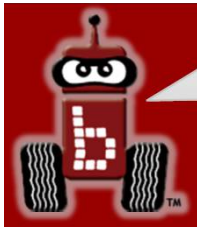

Using servo functions

```
int main()
{
  enable_servos();
  wait_for_milliseconds(1000);
  set_servo_position(2, 925);
  wait_for_milliseconds(1000);
  set_servo_position(2, 675);
  disable_servos();
  return 0;
}
```


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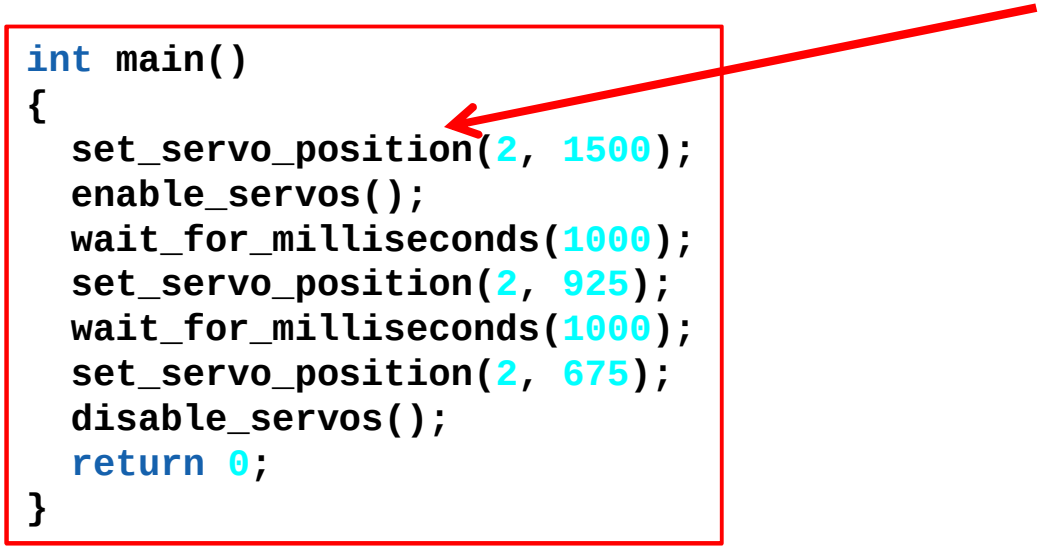
Using servo functions

What happens when we set the servo position before `enable_servos`?



```
int main()
{
  set_servo_position(2, 1500);
  enable_servos();
  wait_for_milliseconds(1000);
  set_servo_position(2, 925);
  wait_for_milliseconds(1000);
  set_servo_position(2, 675);
  disable_servos();
  return 0;
}
```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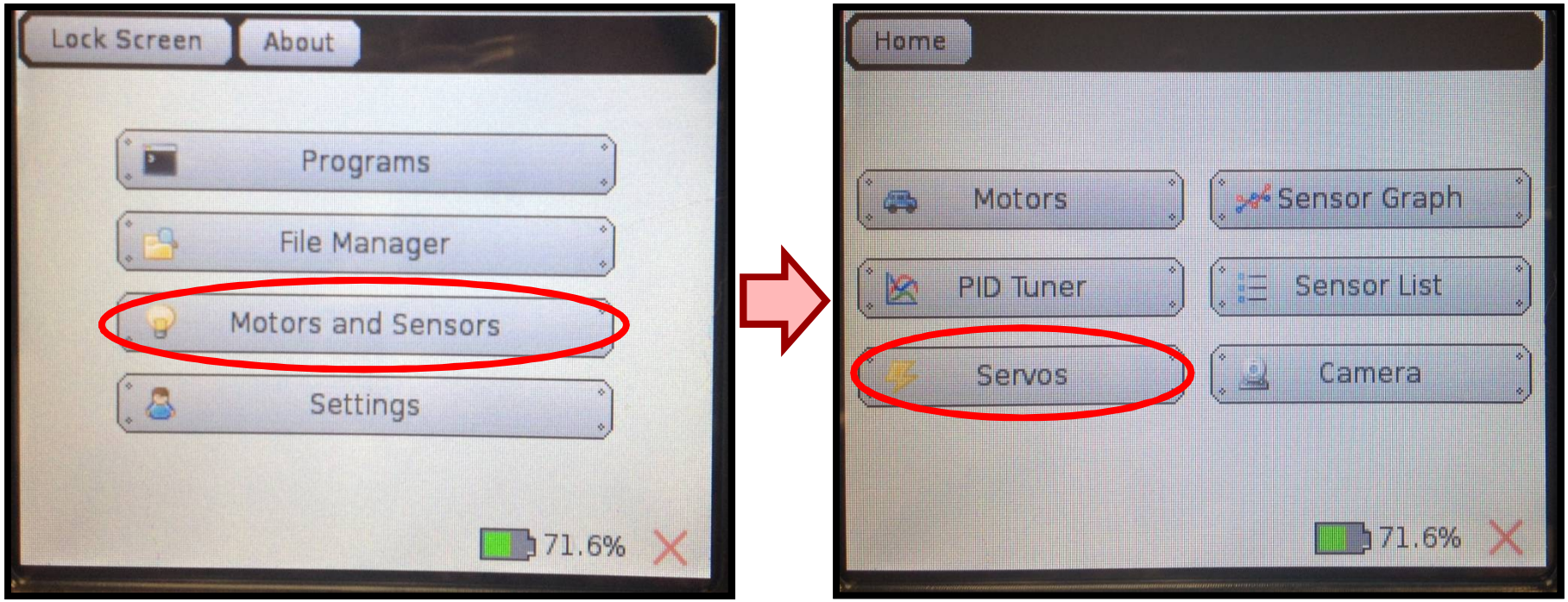
Testing servos with the Servos screen

Activity

1. Turn on your KIPR Link (if it is not already on).
2. Plug a servo motor into **servo port #0**.
3. Follow the buttons on the Link screen to access the **Servos** page.



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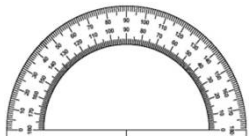
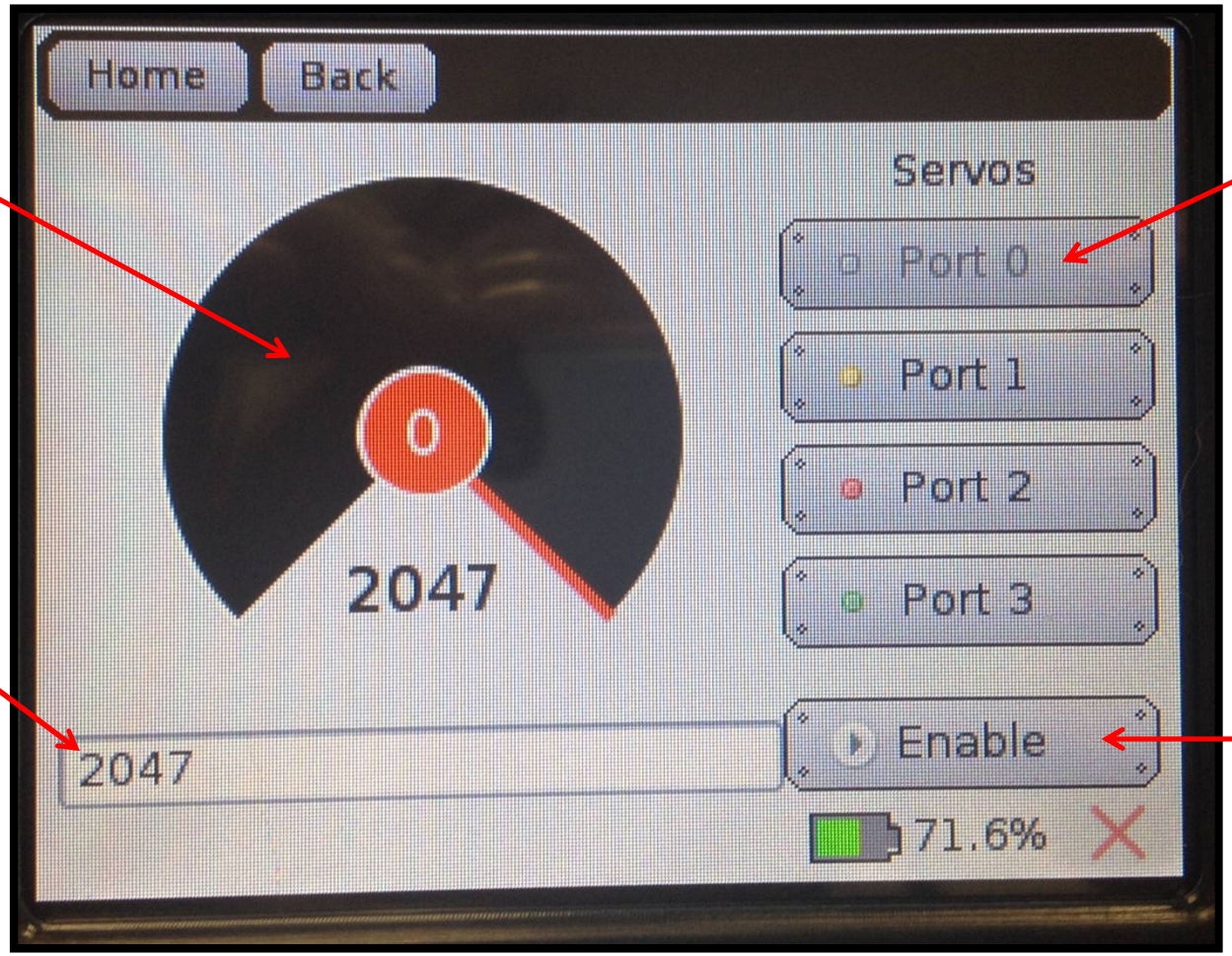
Testing servos with the Servos screen

Activity





Select the servo port

The current servo position

Enable servos

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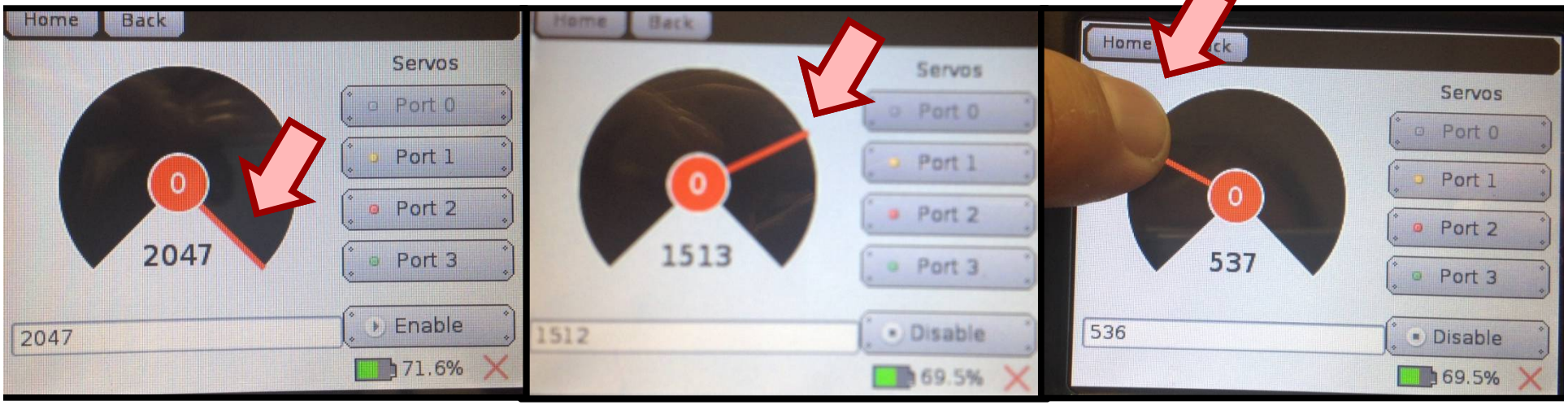
Testing servos with the Servos screen

Activity

Use your finger to move the dial.



Servo @ 2047 (maxed out)

Servo @ 1513

Servo @ 537

Do <u>not</u> push a servo beyond its limits (less than 0 or more than 2047).

This can burn out the servo motor!

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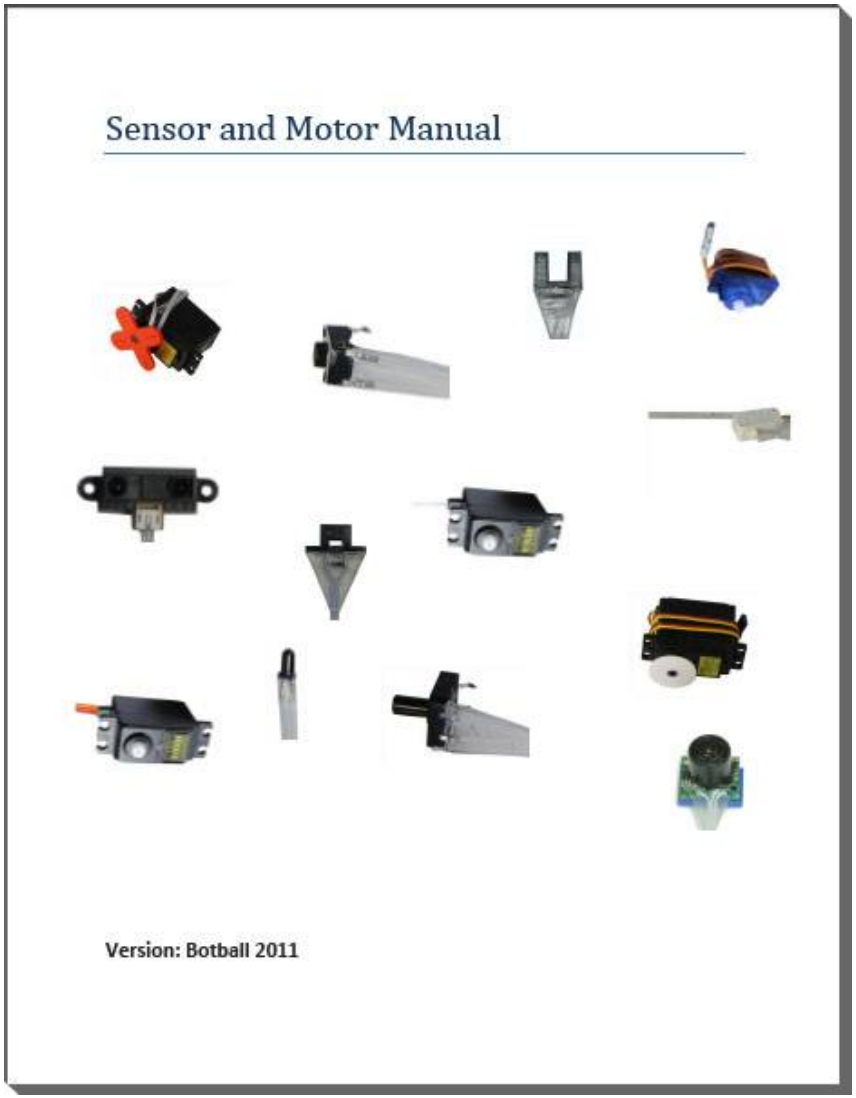
Sensor and Motor Manual

Resource

For additional details about **servos**, consult the "**Sensor and Motor Manual**", available via the KISS IDE "**Help**" menu or on your **KIPR USB drive**.



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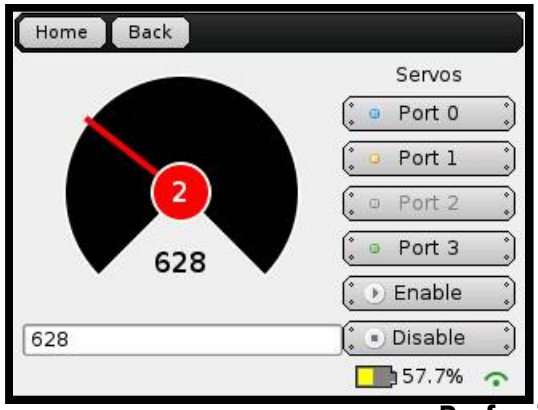
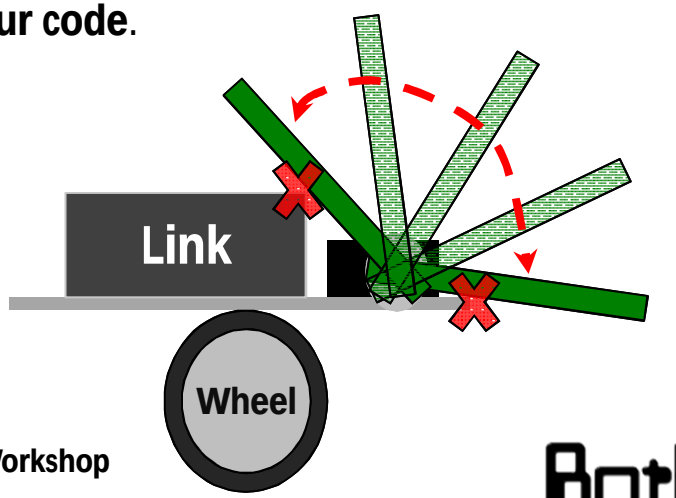
Wave the servo arm

Activity

Description: Write a program for the KIPR Link that waves the DemoBot servo arm up and down.

- Remember to **enable the servos** at the beginning of your program, and **disable the servos** at the end of your program!
- **Warning:** The arm mounted on your DemoBot prevents the servo from freely rotating to all possible positions (it will run into the KIPR Link controller or the chassis of the robot)!
  - Do **not** keep trying to move a servo to a position it cannot reach, as this can burn out the servo and also consume a lot of power from your robot.
  - Use the KIPR Link Servo screen to **determine the limits** of the DemoBot arm, **write these numbers down**, and then **use these numbers in your code**.





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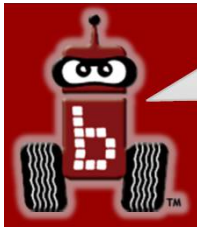

Wave the servo arm

Activity

Description: Write a program for the KIPR Link that waves the DemoBot servo arm up and down.

Analysis: What is the program supposed to do?

Pseudocode

1. Enable servos.
2. Move servo to YOUR limit.
3. Wait for 3 seconds.
4. Move servo to YOUR other limit.
5. Wait for 3 seconds.
6. Disable servos.
7. End the program.

Comments

```
// 1. Enable servos.
// 2. Move servo to YOUR limit.
// 3. Wait for 3 seconds.
// 4. Move servo to YOUR other limit.
// 5. Wait for 3 seconds.
// 6. Disable servos.
// 6. End the program.
```


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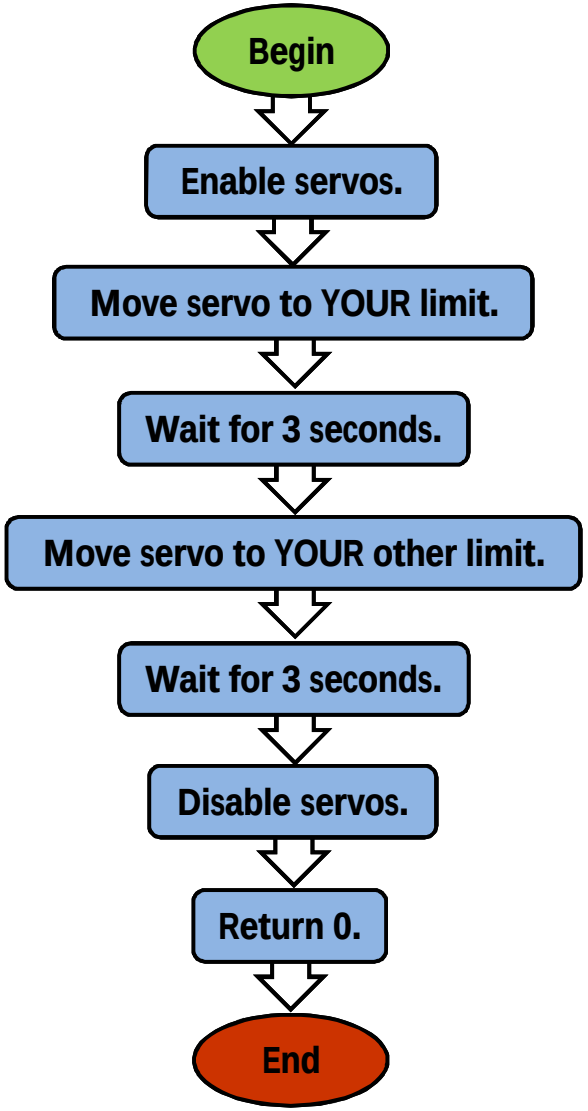
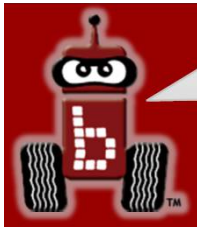
Wave the servo arm

Activity

Analysis:

Flowchart





Wave the servo arm

Activity

Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Enable servos.
  // 2. Move servo to YOUR limit.
  // 3. Wait for 3 seconds.
  // 4. Move servo to YOUR other limit.
  // 5. Wait for 3 seconds.
  // 6. Disable servos.
  // 7. End the program.
}
```

Source Code

```
int main()
{
  // 1. Enable servos.
  enable_servos();

  // 2. Move servo to YOUR limit.
  set_servo_position(0, 1400);

  // 3. Wait for 3 seconds.
  wait_for_milliseconds(3000);

  // 4. Move servo to YOUR other limit.
  set_servo_position(0, 1024);

  // 5. Wait for 3 seconds.
  wait_for_milliseconds(3000);

  // 6. Disable servos.
  disable_servos();

  // 7. End the program.
  return 0;
}
```

Use YOUR servo limits!

Execution: Compile and run your program on the KIPR Link.

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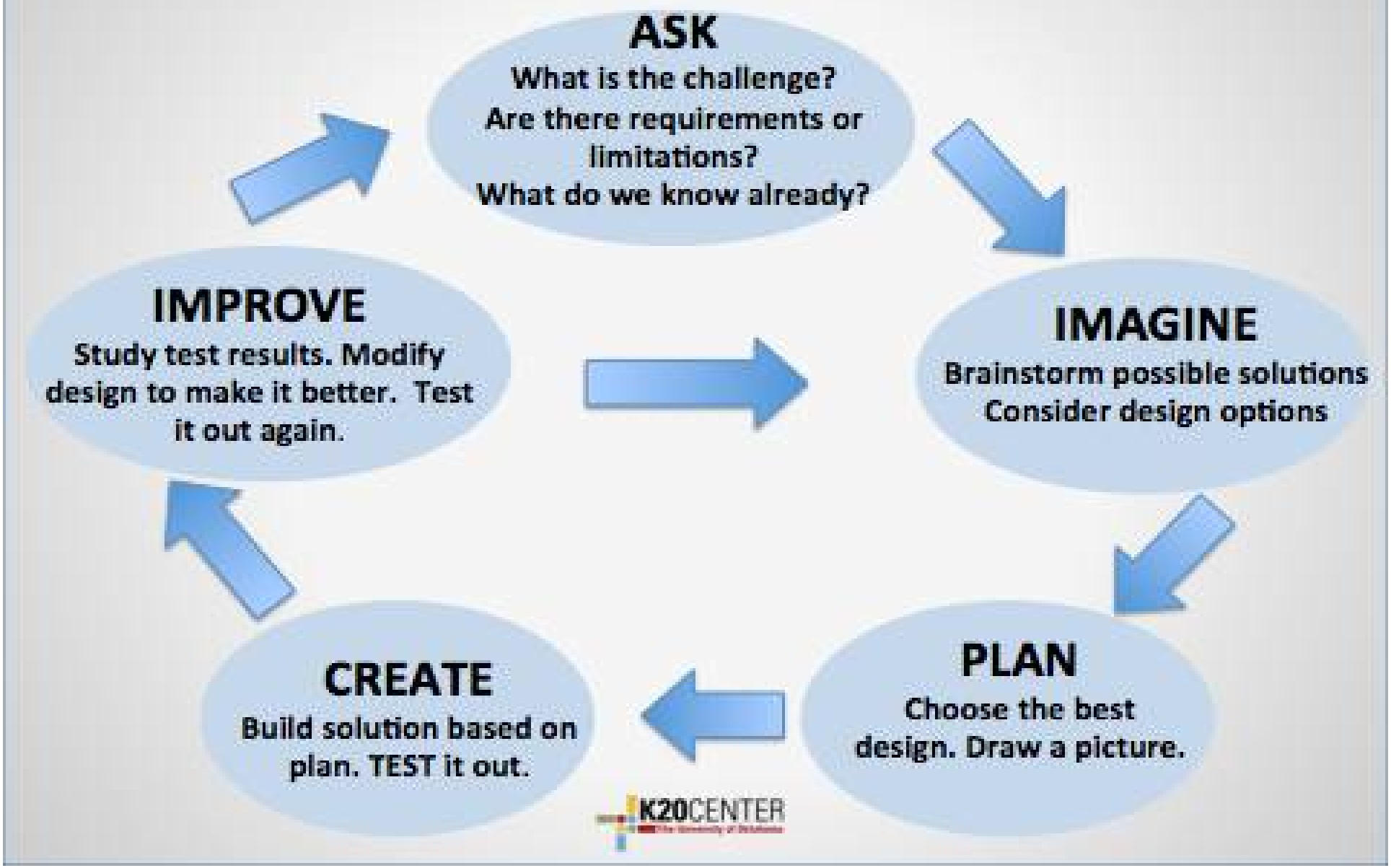
Botball®

Engineering Design Process

Resource



Example: Bulldozers

- Have you seen a bulldozer working before?
- What job (task) does it complete?
- Think about the “blade” on the front of the bulldozer…
  - It is good at pushing objects.
  - It is not good at pulling objects.
  - It is not good at picking up objects.

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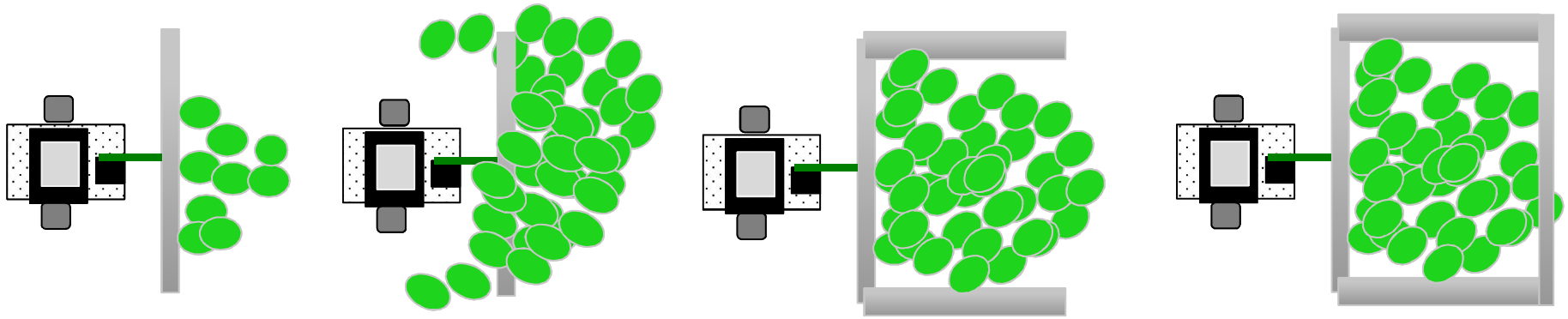
Example: Bulldozers

- If your task is to push something, a **flat front blade** (like a bulldozer) will work.

ASK
What is the challenge?
Are there requirements or limitations?
What do we know already?

- What if there is too much stuff? → **Sides** will help!

- What if you have to back up? → **Sides *and a front*** will help!
  - **Note:** now the front has to be lowered over objects...



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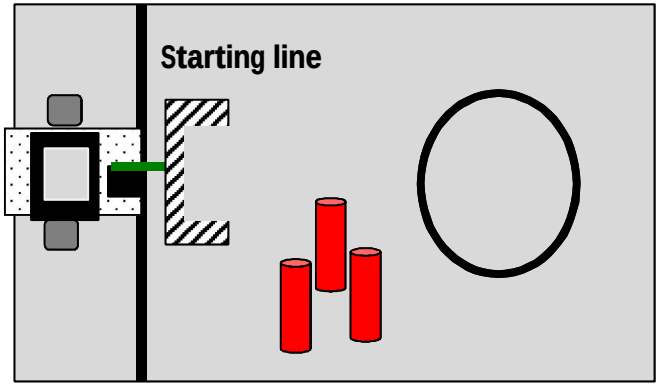
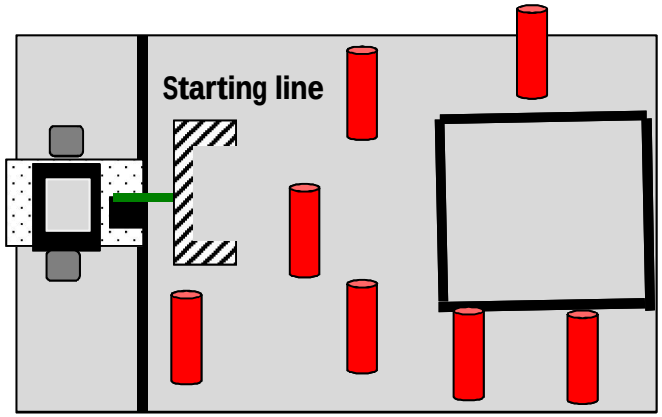
Bulldozer mania #1

Description: Write a program for the KIPR Link that makes the DemoBot push as many objects as possible *into* the designated area.

- Engineer some kind of a pushing device for the front of the robot (only use valid Botball construction materials!).
- Score points for every object *inside* the area.
- Objects can be anything, so long as they are relatively easy to push.
- Make large piles that are easier to get or spread the items out to make it harder.
- Place the items at random on the board.





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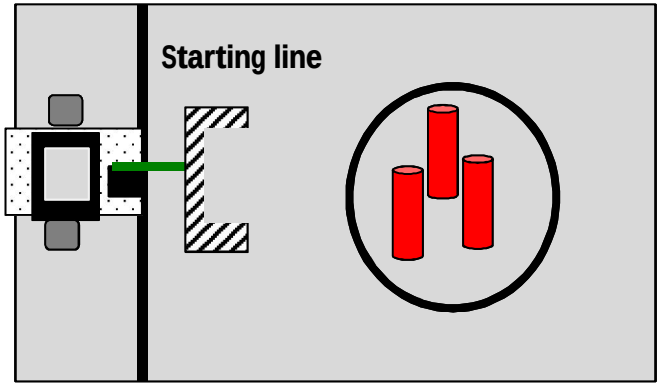
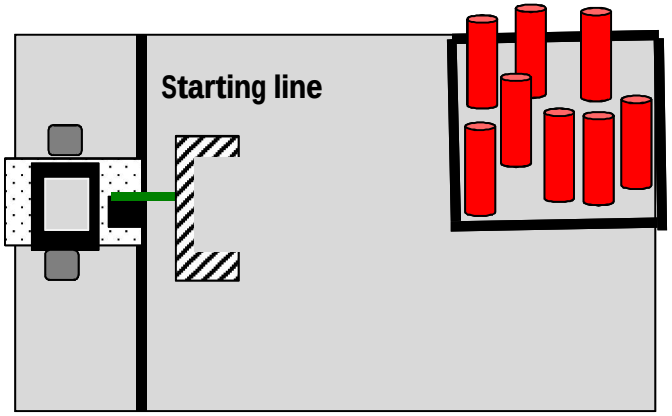
Bulldozer mania #2

Description: Write a program for the KIPR Link that makes the DemoBot push as many objects as possible *out of* the designated area.

- Engineer some kind of a pushing device for the front of the robot (only use valid Botball construction materials!).
- Score points for every item *outside* the area.
- Objects can be anything—use a full can of soda to make them harder to push!





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Making Smarter Robots with Sensors

Analog and digital sensors

Light and touch sensors

`wait_for_light` and `wait_for_touch` functions

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Sensors

- You might have realized how difficult it is to be consistent with *just* "**driving blind**".

- By adding **sensors** to our robots, we can allow them to **detect things** in their environment and **make decisions** about them!

- Robot **sensors** are like human **senses**!
  - What **senses** does a **human** have?
  - What **sensors** should a **robot** have?

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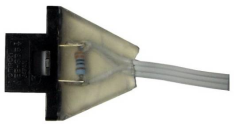
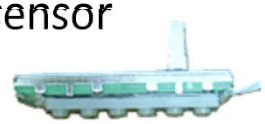
Analog and digital sensors

Analog Sensors

- **Range of values:**

  0 – 1023

- **Ports:** 0 – 7
- **Function:** `analog(port #)`
- **Sensors:**
  - Light
  - Small reflectance
  - Large reflectance
  - Slide sensor

Digital Sensors

- **Range of values:**

  0 (not pressed) or 1 (pressed)

- **Ports:** 8 – 15
- **Function:** `digital(port #)`
- **Sensors:**
  - Large touch
  - Small touch
  - Lever touch

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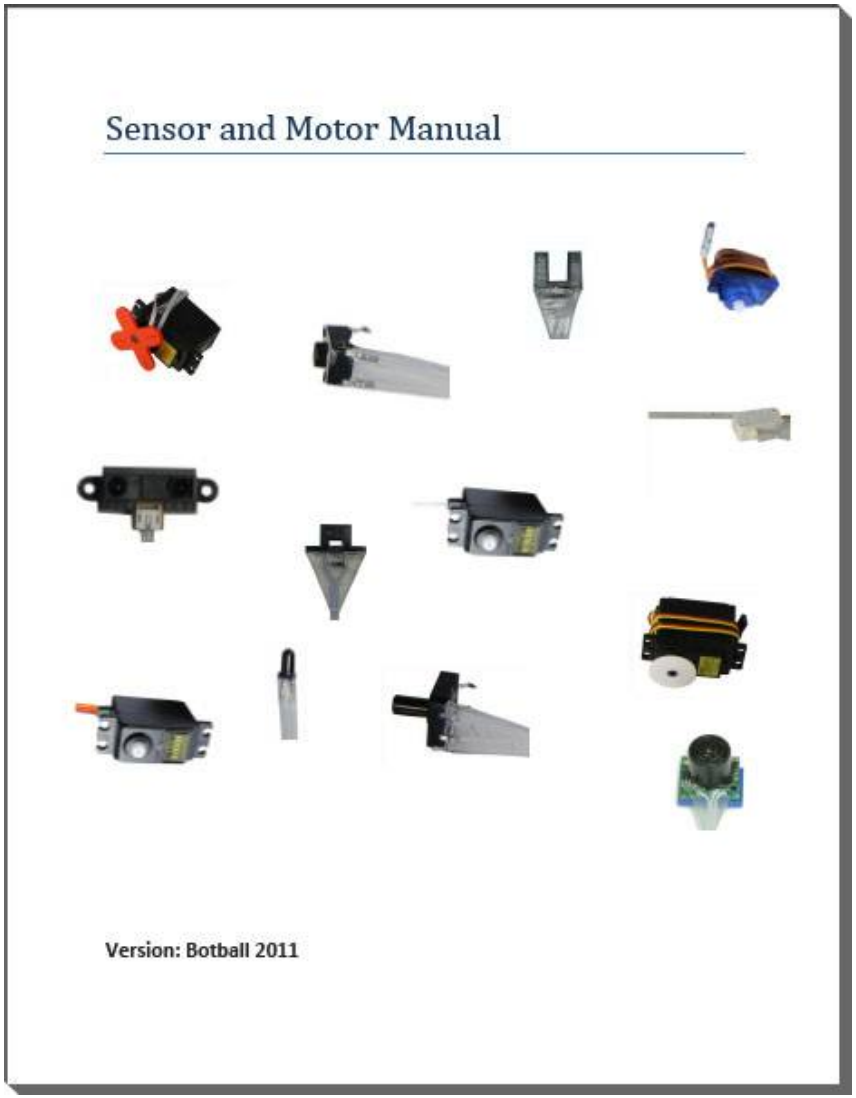
Sensor and Motor Manual

Resource

For additional details about **sensors**, consult the "**Sensor and Motor Manual**", available via the KISS IDE "**Help**" menu or on your **KIPR USB drive**.



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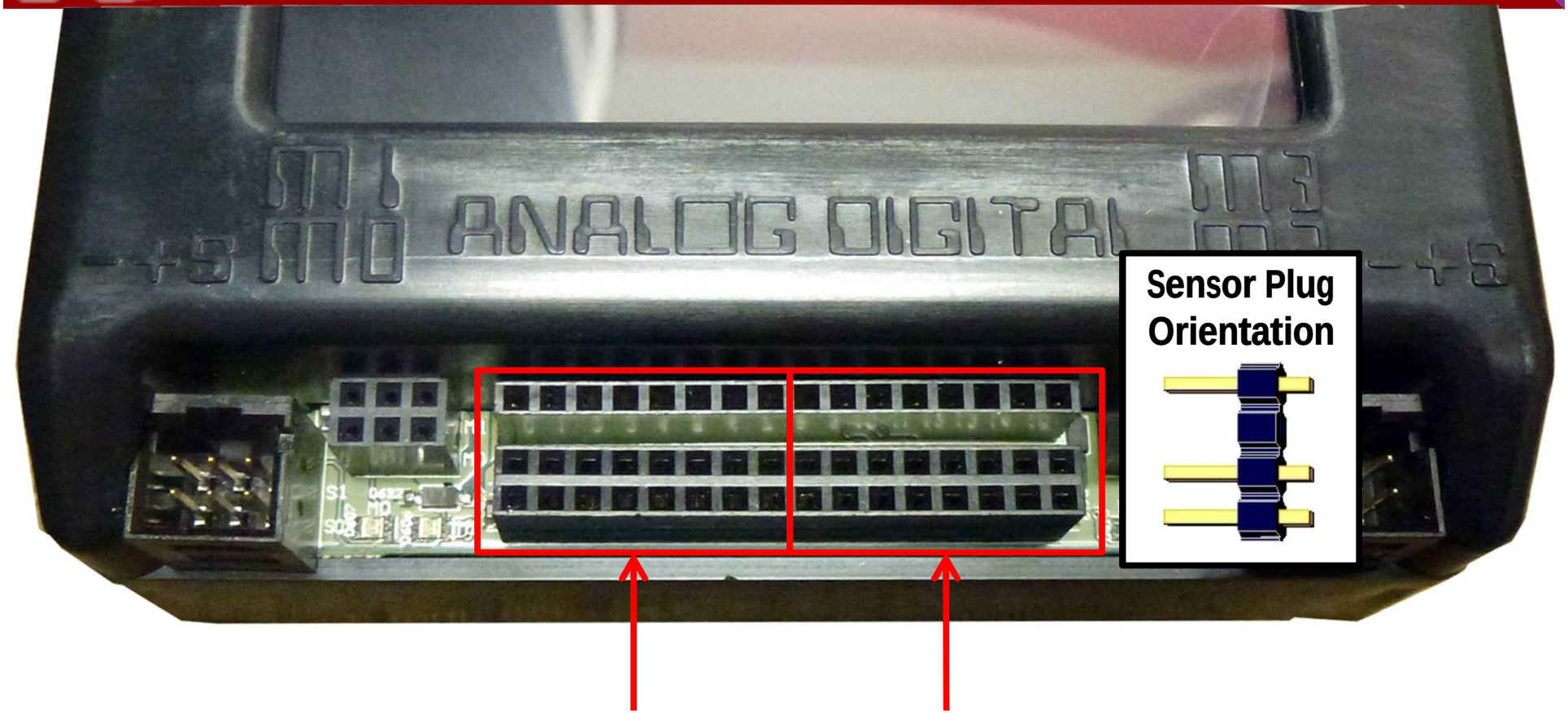
KIPR Link sensor ports

Activity



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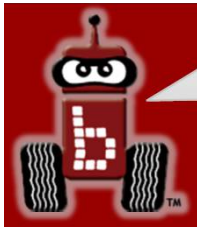

Sensor waiting functions

```
wait_for_light(3);
// Waits for the light on port #3 before going to the next line.

wait_for_touch(8);
// Waits for the touch on port #8 before going to the next line.
```


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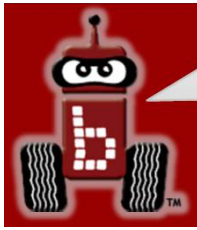

Using wait_for_light

What is this?

```
int main()
{
  wait_for_light(0);
  printf("I see the light!\n");
  return 0;
}
```


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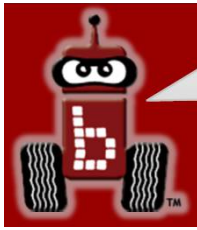

Using wait_for_touch

What is this?

```
int main()
{
  wait_for_touch(8);
  printf("I'm touched!\n");
  return 0;
}
```


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Starting your programs with a light

- The **light sensor** is used to start Botball robots at the beginning of the game, and it is a cool way to "automatically" start your robot.

- The `wait_for_light` function allows your program to run when your robot senses a light.
  - **Note:** It has a built-in calibration routine that will come up on the screen (a step-by-step guide this calibration routine is on a following slide).

- The light sensor senses *infrared light*, so light must be emitted from an *incandescent light*, not an *LED light*.
  - For our activities, you can use a flashlight.

- The ***more*** light (infrared) detected, the ***lower*** the reported value.

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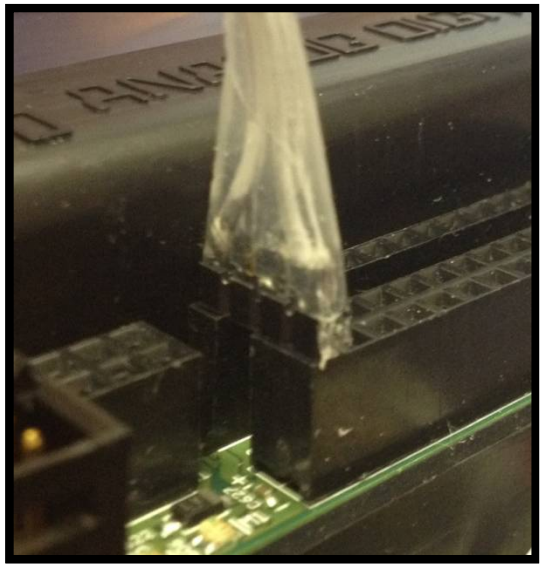
Plug in your light sensor

(and get your flashlight!)

Activity



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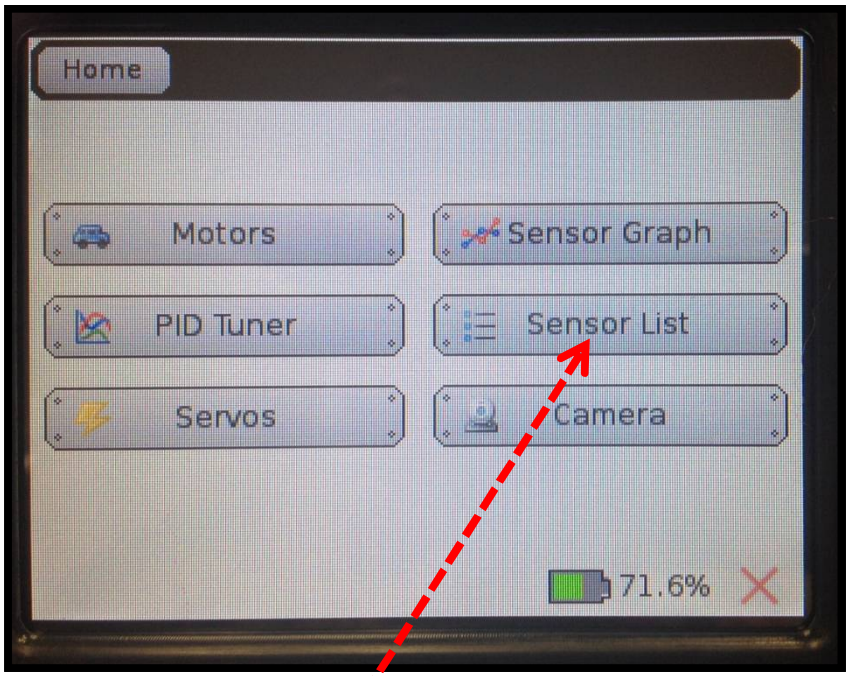
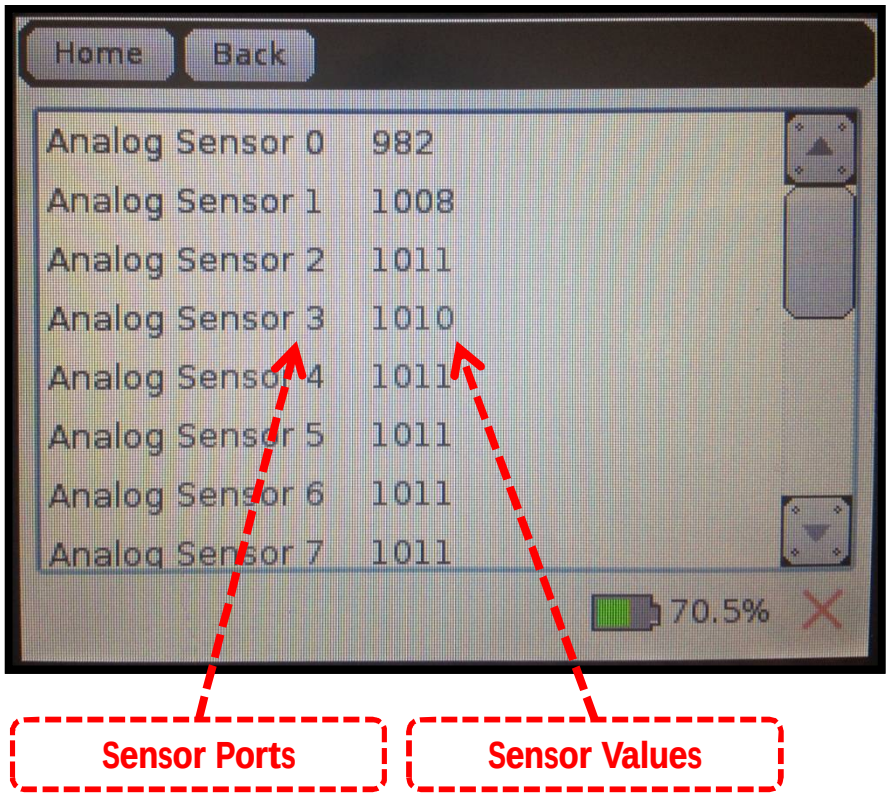
Reading sensor values from the Sensor List screen

Activity

- View sensor values from the "**Sensor List**" on your KIPR Link.
  - This is very helpful to view readings from all of the sensors you are using.
  - You can view the values, then use them in your code.





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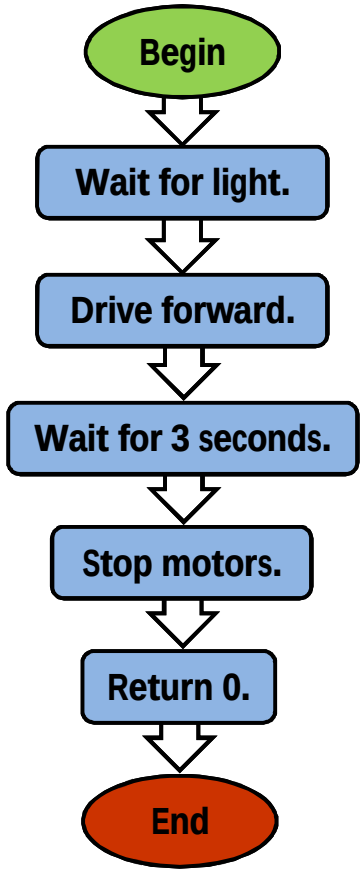
Starting with a light

Activity

Description: Write a program for the KIPR Link that waits for a light to come on, drives the DemoBot forward for 3 seconds, and then stops.

Analysis: What is the program supposed to do?

Flowchart



Pseudocode	Comments
1. Wait for light.	`// 1. Wait for light.`
2. Drive forward.	`// 2. Drive forward.`
3. Wait for 3 seconds.	`// 3. Wait for 3 seconds.`
4. Stop motors.	`// 4. Stop motors.`
5. End the program.	`// 5. End the program.`

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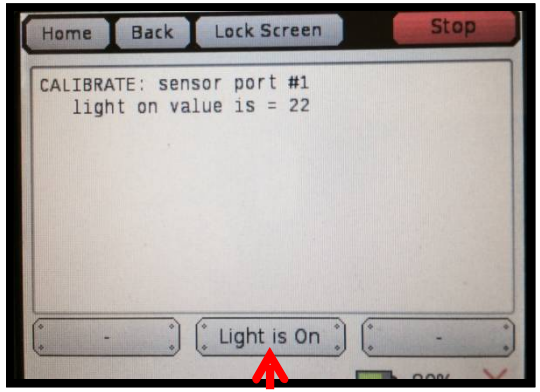
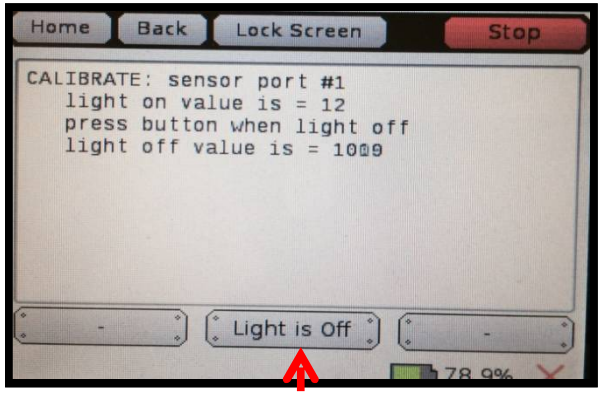
`wait_for_light` calibration routine

Activity

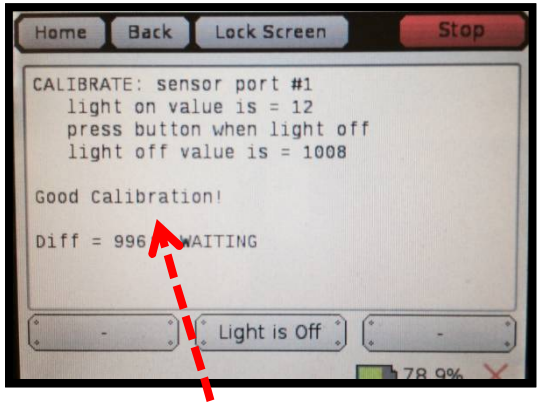
When you use the **`wait_for_light`** function in your program, the following calibration routine will run automatically.



When the light is *on* (low value), press the "Light is On" button.



When the light is *off* (high value), press the "Light is Off" button.



You will get a "Good Calibration!" message when done *correctly*. You will get a "BAD CALIBRATION" message when not done correctly, and you will need to run through the routine again.

Note: For Botball, **`wait_for_light`** should be one of the first functions called in your program.

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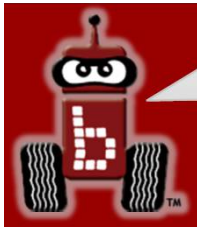

Starting with a light

Activity

Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Wait for light.
  // 2. Drive forward.
  // 3. Wait for 3 seconds.
  // 4. Stop motors.
  // 5. End the program.
}
```

Source Code

```
int main()
{
  // 1. Wait for light.
  wait_for_light(0);

  // 2. Drive forward.
  motor(0, 100);
  motor(3, 100);

  // 3. Wait for 3 seconds.
  wait_for_milliseconds(3000);

  // 4. Stop motors.
  ao();

  // 5. End the program.
  return 0;
}
```

Execution: Compile and run your program on the KIPR Link.

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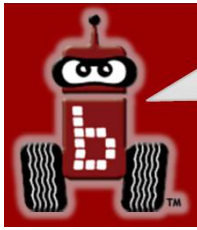

Starting with a light

Activity

Solution: (using a function)

Pseudocode (Comments)

```
int main()
{
  // 1. Wait for light.
  // 2. Drive forward.
  // 3. Wait for 3 seconds.
  // 4. Stop motors.
  // 5. End the program.
}
```

Source Code

```
void drive_forward();  // function prototype
int main()
{
  // 1. Wait for light.
  wait_for_light(0);

  // 2. Drive forward.
  drive_forward();     // function call

  // 3. Wait for 3 seconds.
  wait_for_milliseconds(3000);

  // 4. Stop motors.
  ao();

  // 5. End the program.
  return 0;
} // end main

void drive_forward()   // function definition
{
  motor(0, 100);
  motor(3, 100);
} // end drive_forward
```

Execution: Compile and run your program on the KIPR Link.

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Shielding a light sensor

Activity

NO!!!

Paper is NOT adequate shielding.

Step #1

Step #2

Step #3

YES!!!

Slide a straw over the light sensor (leave a 1” gap in the front) and tape it in place covering the straw with electrical tape.

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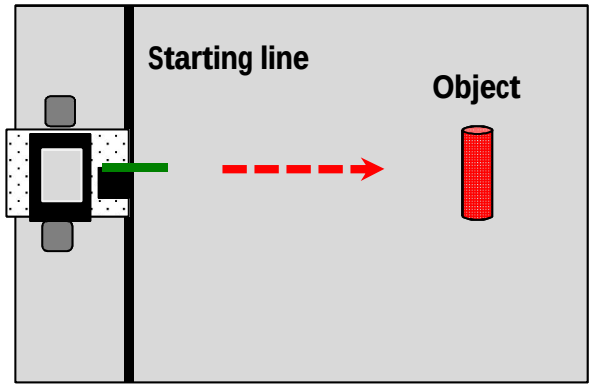
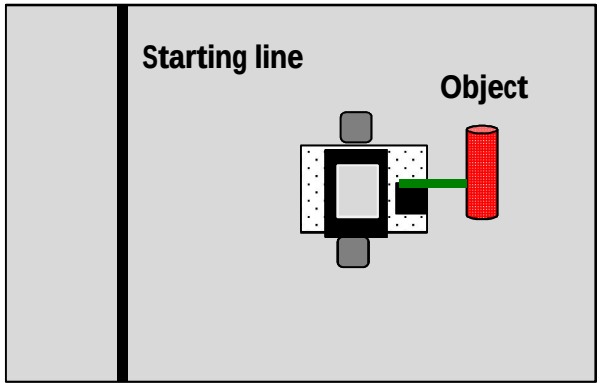
Touch an object when light is detected

Activity

Description: Write a program for the KIPR Link that waits for a light to come on, then drives the DemoBot forward until it touches an object (or gets as close as it can) in the shortest amount of time.

- **Start the robot with a flashlight (or reflectance sensor).**
- Is there a way to detect when the object is touched? (see next slide)





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Detecting touch

```
wait_for_touch(port #);
```

Digital Port #8 – 15

- The **`wait_for_touch`** function pauses your program until a **digital sensor** on the specified **port #** reads a value of 1 (pressed or "**touched**").
  - **Note:** Unlike **`wait_for_light`**, it does **not** have a built-in calibration routine because it is not necessary—touched is touched!

- There are many digital sensors in your kit that can detect touch…

Large touch

Small touch

Lever touch

Select the one that can be easily attached *and* can easily detect the objects.

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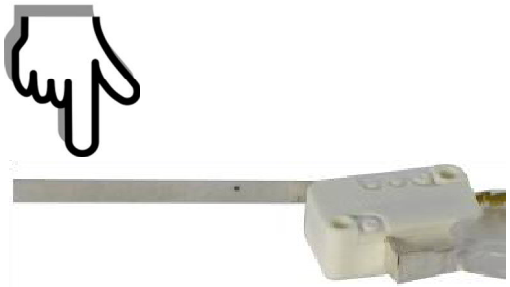
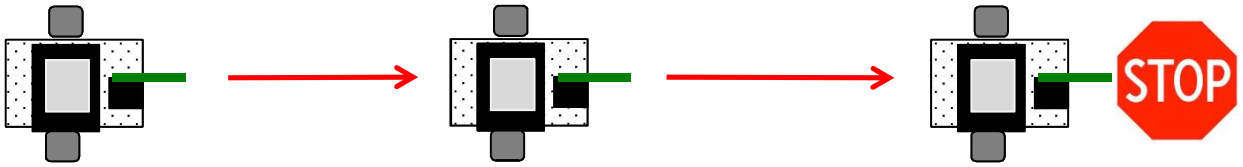
Drive until touched

Activity

Description: Write a program for the KIPR Link that drives the DemoBot forward until it detects a touch, then stops.

- Use a **lever touch sensor**.
- Plug the lever touch sensor into ***any*** of the **digital sensor ports** (#8 – 15).
- You can either **attach the sensor to your robot**, or **hold it in your hand** and **manually press it** whenever you would like the robot to stop.





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Drive until touched

Activity

Description: Write a program for the KIPR Link that drives the DemoBot forward until it detects a touch, then stops.

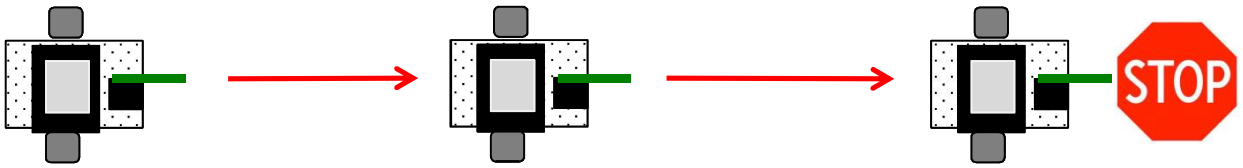
Analysis: What is the program supposed to do?

Pseudocode

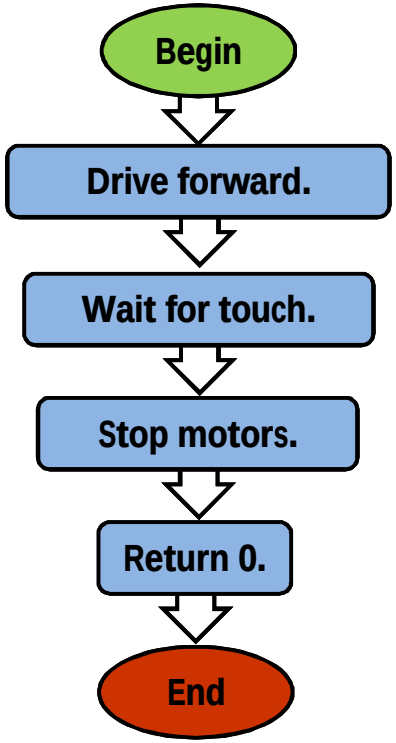
1. Drive forward.
2. Wait for touch.
3. Stop motors.
4. End the program.

Comments

```
// 1. Drive forward.
// 2. Wait for touch.
// 3. Stop motors.
// 4. End the program.
```



Flowchart



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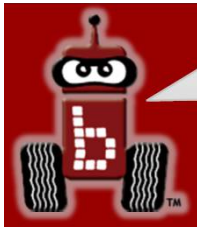

Drive until touched

Activity

Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Drive forward.
  // 2. Wait for touch.
  // 3. Stop motors.
  // 4. End the program.
}
```

Source Code

```
int main()
{
  // 1. Drive forward.
  motor(0, 100);
  motor(3, 100);

  // 2. Wait for touch.
  wait_for_touch(8);

  // 3. Stop motors.
  ao();

  // 4. End the program.
  return 0;
}
```

Execution: Compile and run your program on the KIPR Link.

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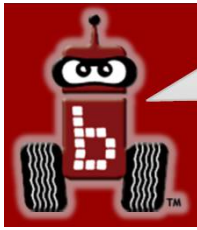

Drive until touched

Activity

Solution: (using a function)

Pseudocode (Comments)

```
int main()
{
  // 1. Drive forward.
  // 2. Wait for touch.
  // 3. Stop motors.
  // 4. End the program.
}
```

Source Code

```
void drive_forward();  // function prototype
int main()
{
  // 1. Drive forward.
  drive_forward();     // function call

  // 2. Wait for touch.
  wait_for_touch(8);

  // 3. Stop motors.
  ao();

  // 4. End the program.
  return 0;
} // end main

void drive_forward()   // function definition
{
  motor(0, 100);
  motor(3, 100);
} // end drive_forward
```

Execution: Compile and run your program on the KIPR Link.

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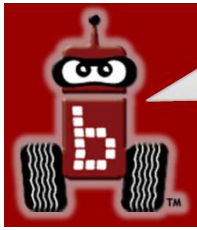

Drive until touched

Activity

Reflection: What did you notice after you ran the program?

- What happens if the robot goes too fast?
- How does **`wait_for_touch`** work?
- How can I write my own version of something like it?
- To do this, we use a programming concept called a "**loop**" (see next section).

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Repetition, Repetition, Repetition

Program flow control with loops

`while` loops

`while` and Boolean operators

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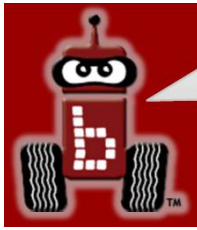
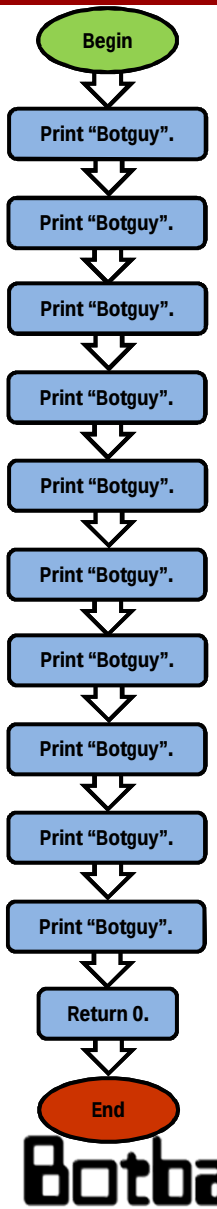


Program flow control with loops

Suppose your task is to print your name to the screen 10 times...

Pseudocode	Comments
1. Print “Botguy”.	`// 1. Print “Botguy”.`
2. Print “Botguy”.	`// 2. Print “Botguy”.`
3. Print “Botguy”.	`// 3. Print “Botguy”.`
4. Print “Botguy”.	`// 4. Print “Botguy”.`
5. Print “Botguy”.	`// 5. Print “Botguy”.`
6. Print “Botguy”.	`// 6. Print “Botguy”.`
7. Print “Botguy”.	`// 7. Print “Botguy”.`
8. Print “Botguy”.	`// 8. Print “Botguy”.`
9. Print “Botguy”.	`// 9. Print “Botguy”.`
10. Print “Botguy”.	`// 10. Print “Botguy”.`
11. End the program.	`// 11. End the program.`



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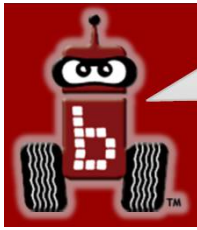

Program flow control with loops

Now, suppose your objective is to print your name to the screen 50 times...

... or 100 times...

... or 1,000 times...

... or 12,345 times...

You could copy-and-paste lines of code, but it would take a very long time...

There has got to be a better way!

(And there is!)

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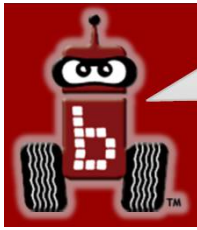

Program flow control with loops

- All of our programs have been "**sequential**" — **programming statements** in a **block of code** are executed one after another.
- What if we want to ***repeat*** the same **block of code** many times?
- We can do this using a "**loop**", which controls the "flow" of the program by repeating a **block of code**.

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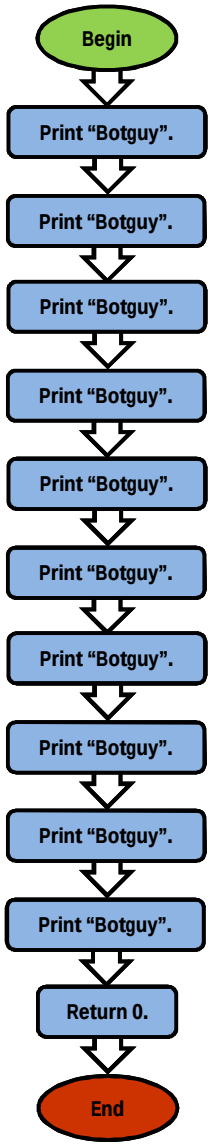
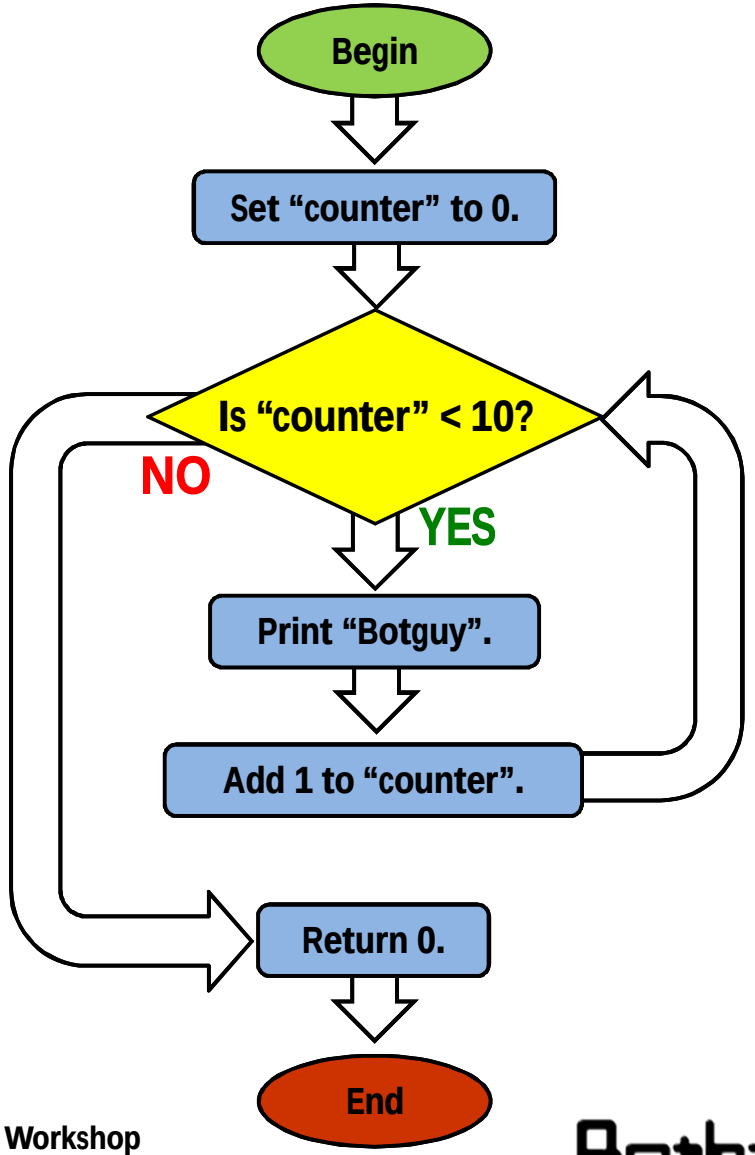
Program flow control with loops



— VS —



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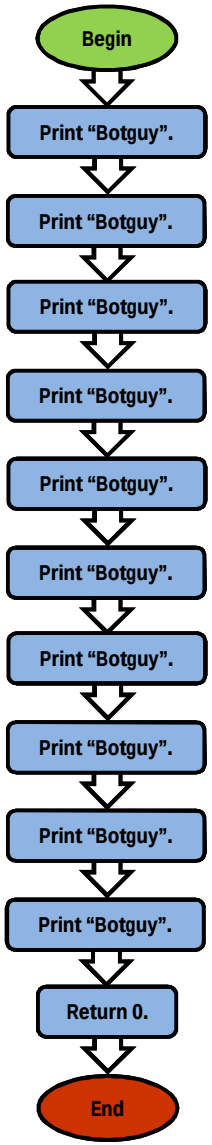
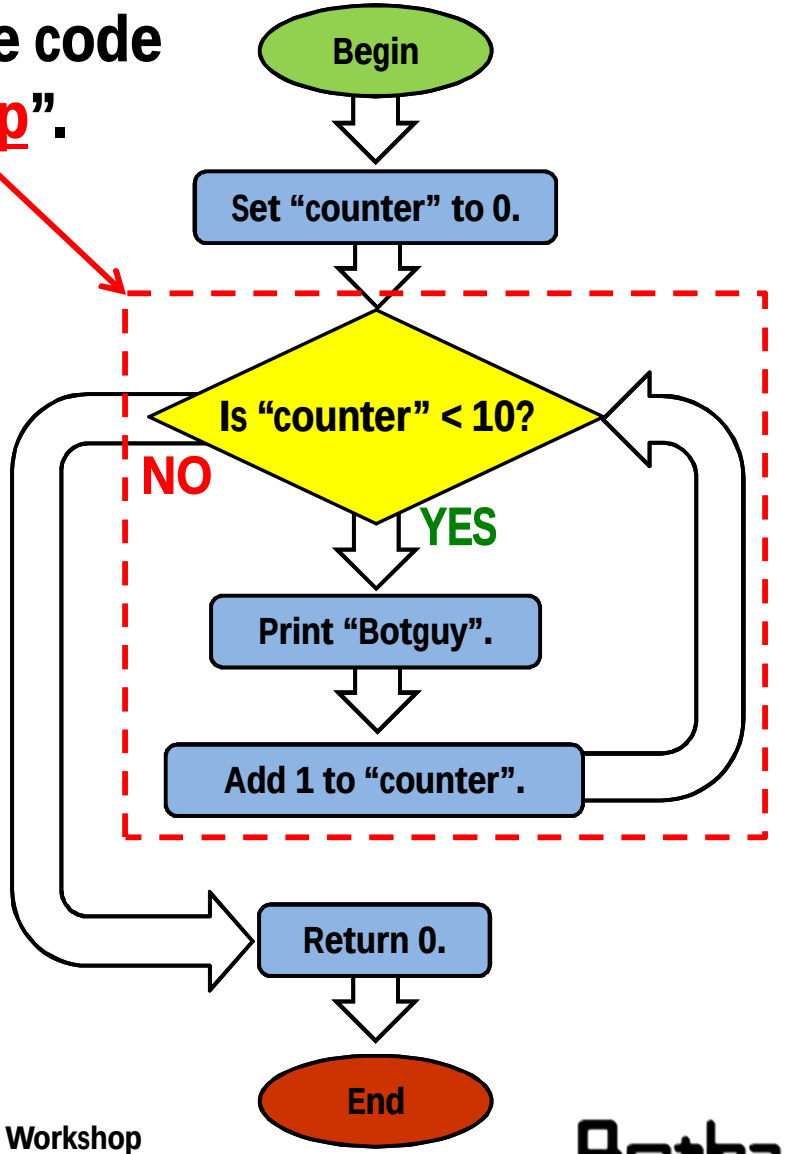
Program flow control with loops



This part of the code is the “loop”.

— VS —



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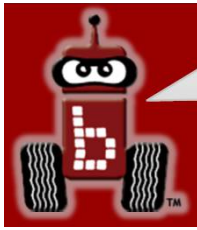

Program flow control with loops

Old Code

Pseudocode	Comments
1. Print “Botguy”.	`//  1. Print “Botguy”.`
2. Print “Botguy”.	`//  2. Print “Botguy”.`
3. Print “Botguy”.	`//  3. Print “Botguy”.`
4. Print “Botguy”.	`//  4. Print “Botguy”.`
5. Print “Botguy”.	`//  5. Print “Botguy”.`
6. Print “Botguy”.	`//  6. Print “Botguy”.`
7. Print “Botguy”.	`//  7. Print “Botguy”.`
8. Print “Botguy”.	`//  8. Print “Botguy”.`
9. Print “Botguy”.	`//  9. Print “Botguy”.`
10. Print “Botguy”.	`// 10. Print “Botguy”.`
11. End the program.	`// 11. End the program.`

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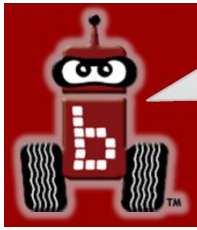

Program flow control with loops

New Code

Pseudocode

1. Set “counter” to 0.
2. Loop: Is “counter” < 10?
    1. Print “Botguy”.
    2. Add 1 to “counter”.
3. End the program.

Comments

```
//  1. Set “counter” to 0.
//  2. Loop: Is “counter” < 10?
//     2.1. Print “Botguy”.
//     2.2. Add 1 to “counter”.
//  3. End the program.
```

In the **C** programming language, we accomplish this with a `while` **loop**.

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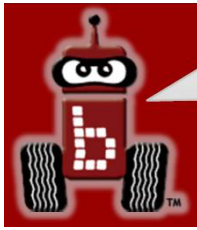

Using while loops

What is this?

```
int main()
{
  while (digital(8) != 1)
  {
    motor(0, 100);
    motor(3, 100);
  }
  ao();
  return 0;
}
```

What does this say?

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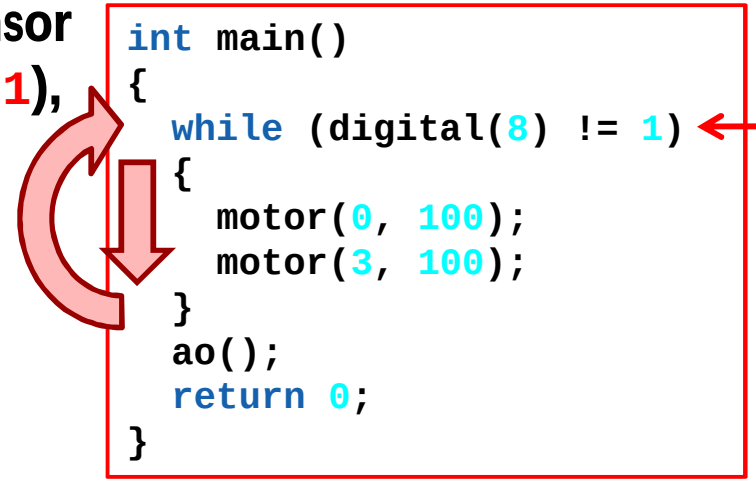
Using while loops

While the touch sensor is not pressed (!= 1), move forward.



```
int main()
{
  while (digital(8) != 1)
  {
    motor(0, 100);
    motor(3, 100);
  }
  ao();
  return 0;
}
```

What does this say?

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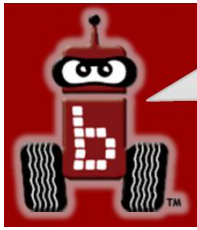

Using while loops

```
int main()
{
  while (digital(8) != 1)
  {
    motor(0, 100);
    motor(3, 100);
  }
  ao();
  return 0;
}
```

Notice: no semicolon!
(Why not?)

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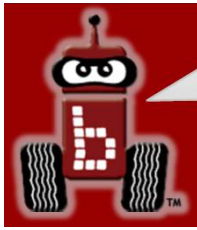

while loops

The **while** loop checks to see if a "**Boolean test**" is **true** or **false**...

- If the *test* is **true**, then the **while** loop **continues** to execute the **block of code** that *immediately* follows it.
- If the *test* is **false**, then the **while** loop **finishes**, and the line of code *after* the **block of code** is executed.

```
int main()
{
  // Code before loop ...

  // Loop
  while (Boolean test)
  {
    // Code to repeat ...
  } // end while

  // Code after loop ...
  return 0;
} // end main
```


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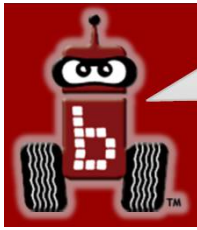

while loops

The **while** loop checks to see if a "**Boolean test**" is **true** or **false**...

- If the *test* is **true**, then the **while** loop **continues** to execute the **block of code** that *immediately* follows it.
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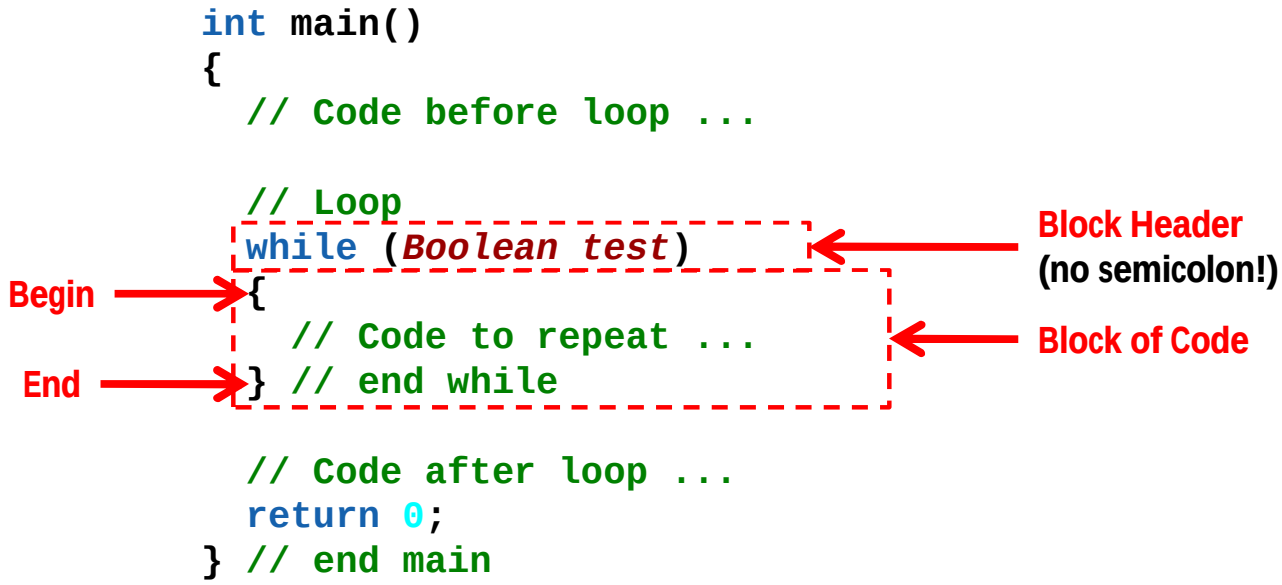

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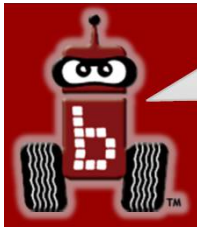

while loops

The **while** loop checks to see if a "**Boolean test**" is **true** or **false**...

- If the *test* is **true**, then the **while** loop **continues** to execute the **block of code** that *immediately* follows it.
- If the *test* is **false**, then the **while** loop **finishes**, and the line of code *after* the **block of code** is executed.

This is the main block of code!

```
int main()
{
  // Code before loop ...

  // Loop
  while (Boolean test)
  {
    // Code to repeat ...
  } // end while

  // Code after loop ...
  return 0;
} // end main
```

The while loop is inside of the main block of code!

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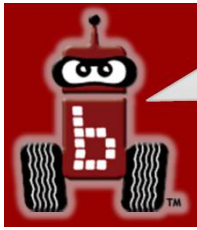

`while` and Boolean operators

The "**Boolean test**" in a `while` loop is asking a question:

Is this statement true or false?

- The "**Boolean test**" (question) often compares two values to one another using a "**Boolean operator**", such as:
  - `==` Equal to (NOTE: two equal signs, not one which is an assignment!)
  - `!=` Not equal to
  - `<` Less than
  - `>` Greater than
  - `<=` Less than or equal to
  - `>=` Greater than or equal to

- The next slide provides a cheat sheet for **Boolean operators**.

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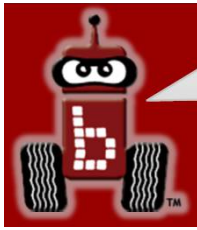

while and Boolean operators

```
// Repeat while the digital touch sensor on port #15 is equal to 0 (i.e., while not pressed).
while (digital(15) == 0)
{
  // Code to repeat ...
}

// Repeat while the digital touch sensor on port #15 is not equal to 1 (i.e., while not
pressed).
// Note: this would have the same result as the loop above.
while (digital(15) != 1)
{
  // Code to repeat ...
}

// Repeat while the analog sensor on port #3 reads less than 512.
while (analog(3) < 512)
{
  // Code to repeat ...
}

// Repeat while “countdown” (a variable) is greater than or equal to 1.
while (countdown >= 1)
{
  // Code to repeat ...
}
```


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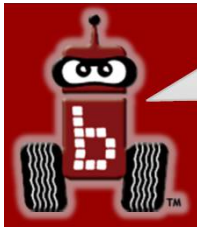

Boolean operators cheat sheet

Resource

Boolean	English Question	True Example	False Example
A == B	Is A **equal to** B?	5 == 5	5 == 4
A != B	Is A **not equal to** B?	5 != 4	5 != 5
A < B	Is A **less than** B?	4 < 5	5 < 4
A > B	Is A **greater than** B?	5 > 4	4 > 5
A <= B	Is A **less than or equal to** B?	4 <= 5 5 <= 5	6 <= 5
A >= B	Is A **greater than or equal to** B?	5 >= 4 5 >= 5	5 >= 6

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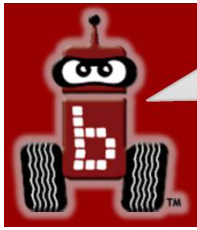

Drive until sensor is pressed

Activity

Description: Write a program for the KIPR Link that drives the DemoBot forward until a touch sensor is pressed, and then stops.

Analysis: What is the program supposed to do?

Pseudocode

1. Drive forward.
2. Loop: Is not touched?
    1. Print message.
3. Stop motors.
4. End the program.

Comments

```
// 1. Drive forward.
// 2. Loop: Is not touched?
//    2.1. Print message.
// 3. Stop motors.
// 4. End the program.
```


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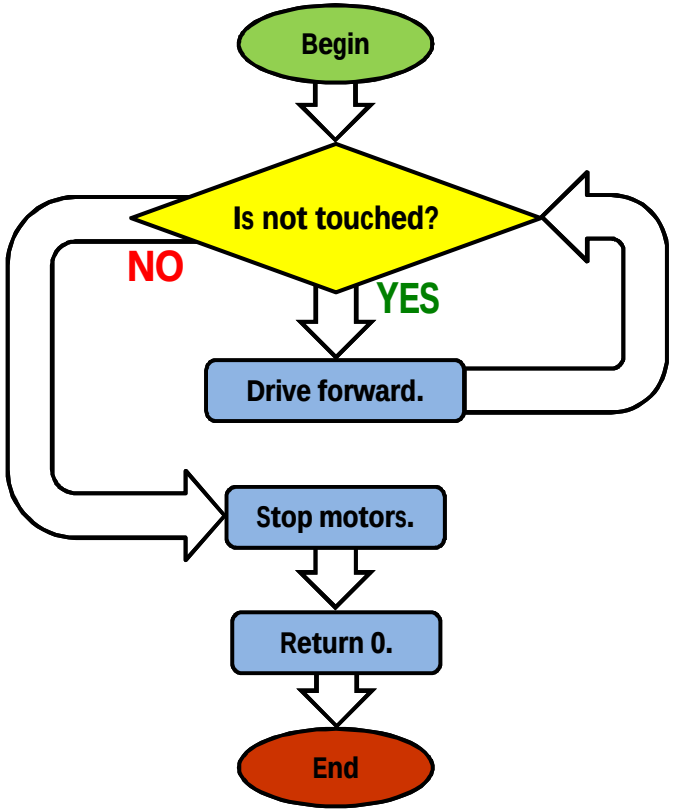
Drive until sensor is pressed

Activity

Analysis: Flowchart



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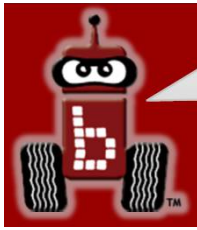

Drive until sensor is pressed

Activity

Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Loop: Is not touched?
  //    1.1. Drive forward.
  // 2. Stop motors.
  // 3. End the program.
}
```

Source Code

```
int main()
{
  // 1. Loop: Is not touched?
  while (digital(8) != 1)
  {
    // 1.1. Drive forward.
    motor(0, 100);
    motor(3, 100);
  } // end while

  // 2. Stop motors.
  ao();

  // 3. End the program.
  return 0;
} // end main
```


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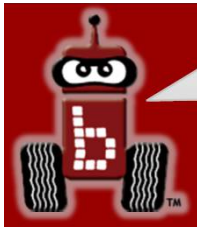

Draw a square using a loop

Activity

Description: Write a program for the KIPR Link that drives the DemoBot along a path in the shape of a square *using loops*.

- **Hint:** modify your old square-drawing program to use a `while` loop.
- **Bonus:** use a `while` loop *and* functions!

Analysis: What is the program supposed to do?

Pseudocode

1. Set “side_counter” to 0.
2. Loop: Is “side_counter” < 4?
    1. Drive forward.
    2. Turn right 90°.
    3. Add 1 to “side_counter”.
3. Stop motors.
4. End the program.

Comments

```
// 1. Set “side_counter” to 0.
// 2. Loop: Is “side_counter” < 4?
//    2.1. Drive forward.
//    2.2. Turn right 90-degrees.
//    2.3. Add 1 to “side_counter”.
// 3. Stop motors.
// 4. End the program.
```


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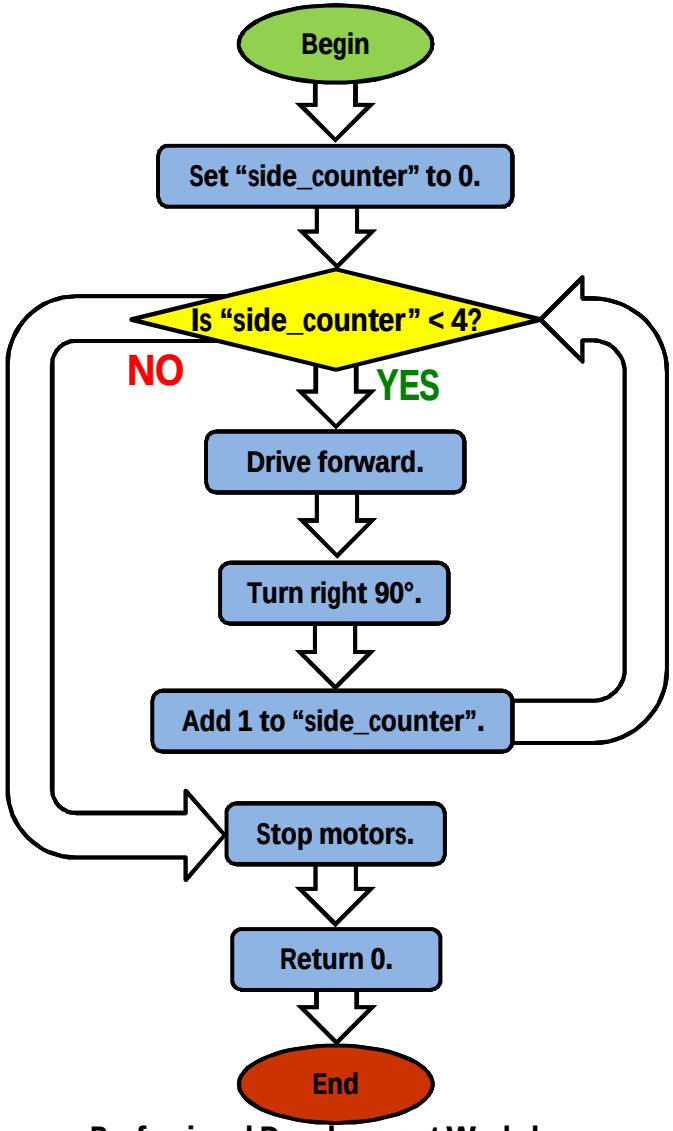
Draw a square using a loop

Activity

Analysis: Flowchart



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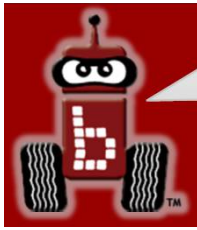

Draw a square using a loop

Activity

Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Set “side_counter” to 4.
  // 2. Loop: Is “side_counter” < 4?
  //    2.1. Drive forward.
  //    2.2. Turn right 90-degrees.
  //    2.3. Add 1 to “side_counter”.
  // 3. Stop motors.
  // 4. End the program.
}
```

Source Code

```
int main()
{
  // 1. Set “side_counter” to 0.
  int side_counter = 0;

  // 2. Loop: Is “side_counter” < 4?
  while (side_counter < 4)
  {
    // 2.1. Drive forward.
    motor(0, 100);
    motor(3, 100);
    wait_for_milliseconds(4000);

    // 2.2. Turn right 90-degrees.
    motor(0,  100);
    motor(3, -100);
    wait_for_milliseconds(1500);

    // 2.3. Add 1 to “side_counter”.
    side_counter = side_counter + 1;
  } // end while

  // 3. Stop motors.
  ao();

  // 4. End the program.
  return 0;
} // end main
```


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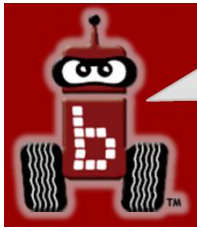

Move the servo arm using a loop

Activity

Description: Write a program for the KIPR Link that moves the DemoBot servo arm from position 200 to 1800 in increments of 100.

- Remember to **enable the servos** at the beginning of your program, and **disable the servos** at the end of your program!

Analysis: What is the program supposed to do?

Pseudocode

1. Set counter to 200.
2. Set servo position to counter.
3. Enable servos.
4. Loop: Is counter < 1800?
    1. Wait for 100 milliseconds.
    2. Add 100 to counter.
    3. Set servo position to counter.
5. Disable servos.
6. End the program.

Comments

```
// 1. Set counter to 200
// 2. Set servo position to counter
// 3. Enable servos.
// 4. Loop: Is counter < 1800?
//    4.1. Wait for 100 milliseconds.
//    4.2. Add 100 to servo position.
//    4.3 Set servo position to counter.
// 5. Disable servos.
// 6. End the program.
```


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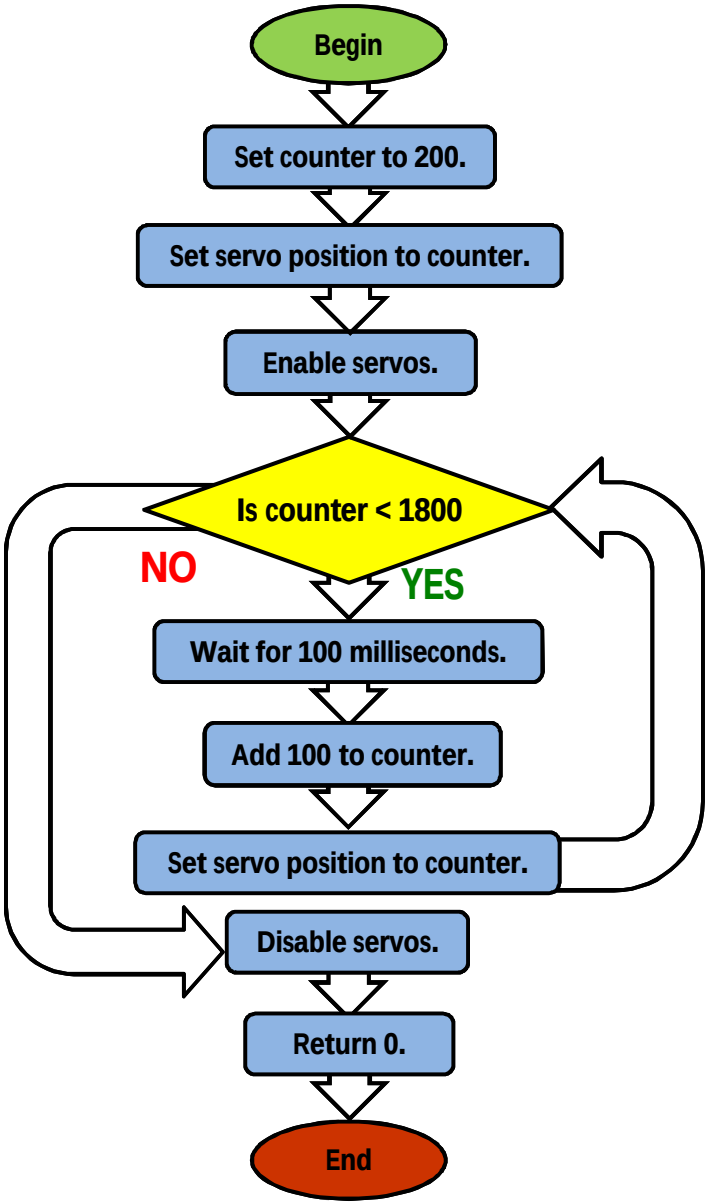
Move the servo arm using a loop

Activity

Analysis: Flowchart



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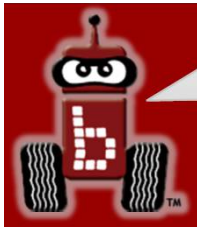


Move the servo arm using a loop

Activity

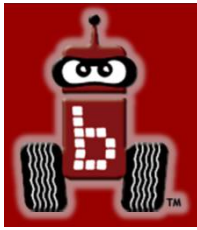
Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Set counter to 200.
  // 2. Set servo position to counter.
  // 3. Enable servos.
  // 4. Loop: Is counter < 1800?
  //    4.1. Wait for 0.1 seconds.
  //    4.2. Add 100 to counter.
  //    4.3. Set servo position to counter.
  // 5. Disable servos.
  // 6. End the program.
}
```

Source Code

```
int main()
{
  // 1. Set counter to 200.
  int counter;
  counter = 200;

  // 2. Set servo_position to counter.
  set_servo_position(0, counter);

  // 3. Enable servos.
  enable_servos();

  // 4. Loop: Is servo position < 1800?
  while (counter < 1800)
  {
    // 4.1. Wait for 0.1 seconds.
    wait_for_milliseconds(100);

    // 4.2. Add 100 to servo position.
    counter = counter + 100;

    // 4.3 Set servo position to counter.
    set_servo_position(0, counter);
  } // end while

  // 5. Disable servos.
  disable_servos();

  // 6. End the program.
  return 0;
} // end main
```



Making a Choice

Program flow control with conditionals

`if-else` conditionals

`if-else` and Boolean operators

Using `while` and `if-else`

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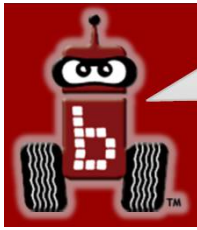

Program flow control with conditionals

- What if we want to execute a **block of code *only if certain conditions are met***?

- We can do this using a "**conditional**", which controls the "flow" of the program by executing ***one* block of code** if its conditions are met or a ***different* block of code** if its conditions are not met.
  - This is similar to the **loop**, but differs in that it **only executes once**.

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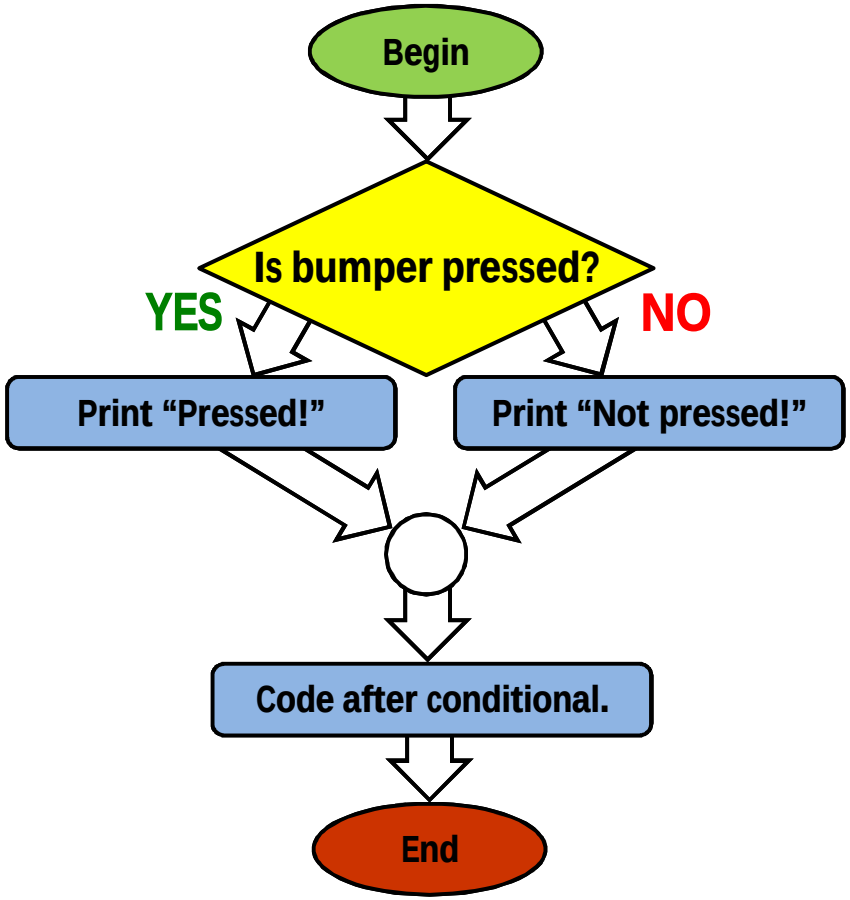
Program flow control with conditionals



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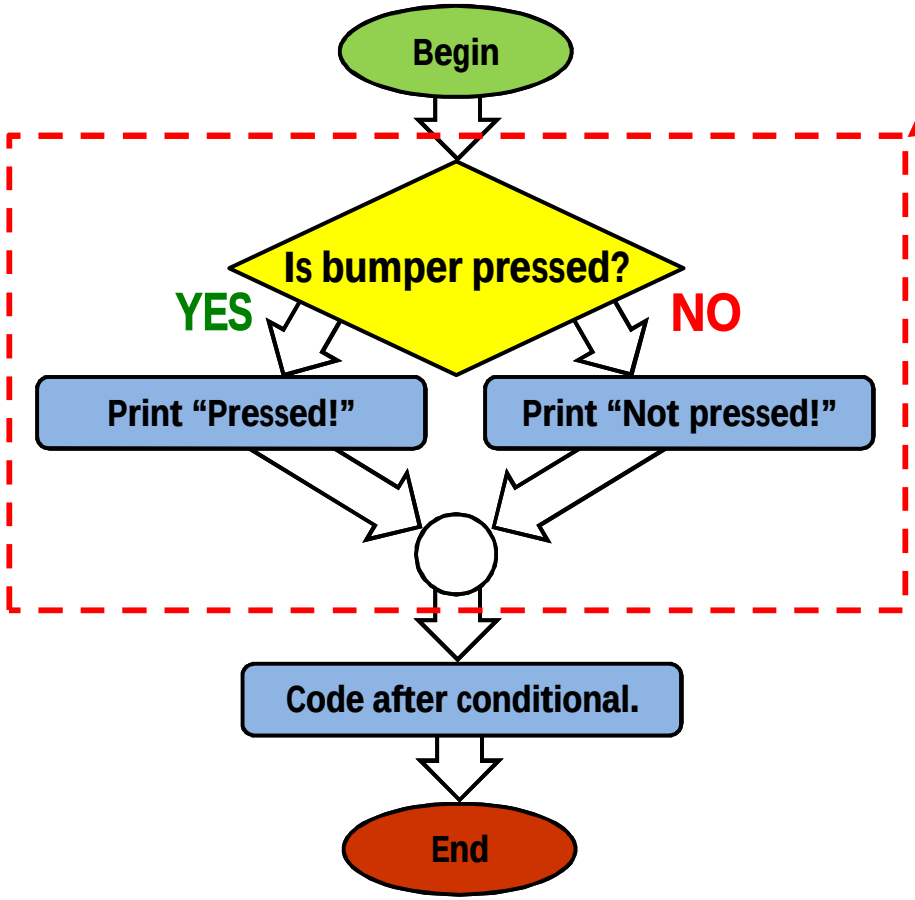
Program flow control with conditionals

This part of the code is the "conditional".



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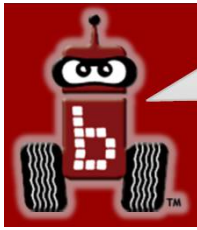

Program flow control with conditionals

Pseudocode

1. If: Is bumper pressed?
    1. Print “Pressed!”.
2. Else.
    1. Print “Not pressed!”.
3. End the program.

Comments

```
//  1. Loop: Is “counter” < 10?
//     1.1. Print “Pressed!”.
//  2. Else.
//     2.1. Print “Not pressed!”.
//  3. End the program.
```

In the **C** programming language,
we accomplish this with an `if-else` **conditional**.

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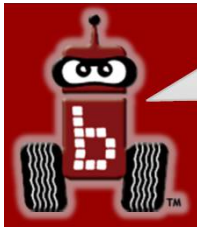

Using `if-else` conditionals

What is this?

```
int main()
{
  if (digital(8) != 1)
  {
    printf("Pressed!\n");
  }
  else
  {
    printf("Not pressed!\n");
  }
  return 0;
}
```

What does this say?

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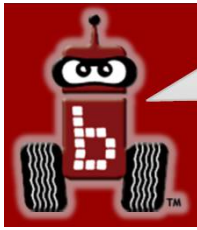

Using `if-else` conditionals

```
int main()
{
  if (digital(8) != 1)
  {
    printf("Pressed!\n");
  }
  else
  {
    printf("Not pressed!\n");
  }
  return 0;
}
```

Notice: no semicolon!
(Why not?)

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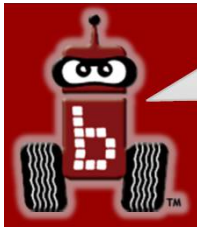

`if-else` conditionals

The `if-else` conditional checks to see if a "**Boolean test**" is **true** or **false**...

- If the *test* is **true**, then the `if` conditional **executes** the **block of code** that *immediately* follows it.
- If the *test* is **false**, then the `if` conditional **does not execute** the **block of code**, and the `else` **block of code** is **executed instead**.

```
int main()
{
  // Code before conditional ...

  // Conditional
  if (Boolean test)
  {
    // Code to execute ...
  } // end if
  else
  {
    // Code to execute ...
  } // end if-else

  // Code after conditional ...
  return 0;
} // end main
```


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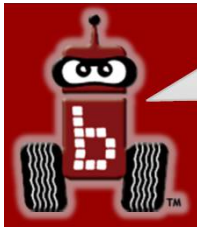

`if-else` conditionals

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- If the *test* is **false**, then the `if` conditional **does not execute** the **block of code**, and the `else` **block of code** is **executed instead**.

```
int main()
{
  // Code before conditional ...

  // Conditional
  if (Boolean test)
  {
    // Code to execute ...
  } // end if
  else
  {
    // Code to execute ...
  } // end if-else

  // Code after conditional ...
  return 0;
} // end main
```

Begin

End

Block Header
(no semicolon!)

Block of Code

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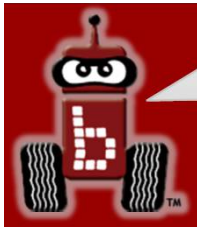

`if-else` conditionals

The `if-else` conditional checks to see if a "**Boolean test**" is **true** or **false**...

- If the *test* is **true**, then the `if` conditional **executes** the **block of code** that *immediately* follows it.
- If the *test* is **false**, then the `if` conditional **does not execute** the **block of code**, and the `else` **block of code** is **executed instead**.

The `else` is below the `}` brace of the `if` block of code!

```
int main()
{
  // Code before conditional ...

  // Conditional
  if (Boolean test)
  {
    // Code to execute ...
  } // end if
  else
  {
    // Code to execute ...
  } // end if-else

  // Code after conditional ...
  return 0;
} // end main
```


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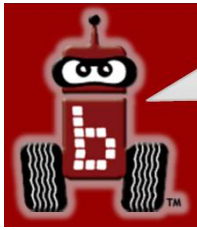

`if-else` conditionals

The `if-else` conditional checks to see if a "**Boolean test**" is **true** or **false**...

- If the *test* is **true**, then the `if` conditional **executes** the **block of code** that *immediately* follows it.
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```
int main()
{
  // Code before conditional ...

  // Conditional
  if (Boolean test)
  {
    // Code to execute ...
  } // end if
  else
  {
    // Code to execute ...
  } // end if-else

  // Code after conditional ...
  return 0;
} // end main
```

Block Header (no semicolon!)

Begin

Block of Code

End

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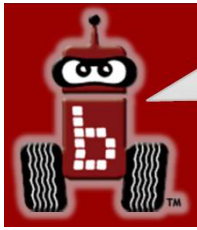

`if-else` conditionals

The `if-else` conditional checks to see if a "**Boolean test**" is **true** or **false**...

- If the *test* is **true**, then the `if` conditional **executes** the **block of code** that *immediately* follows it.
- If the *test* is **false**, then the `if` conditional **does not execute** the **block of code**, and the `else` **block of code** is **executed instead**.

If this Boolean test is *true*... → **... then the `if` block is executed!**

```
int main()
{
  // Code before conditional ...

  // Conditional
  if (Boolean test)
  {
    // Code to execute ...
  } // end if
  else
  {
    // Code to execute ...
  } // end if-else

  // Code after conditional ...
  return 0;
} // end main
```


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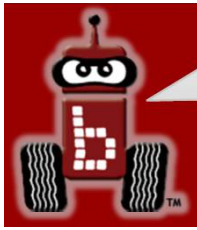

`if-else` conditionals

The `if-else` conditional checks to see if a "**Boolean test**" is **true** or **false**...

- If the *test* is **true**, then the `if` conditional **executes** the **block of code** that *immediately* follows it.
- If the *test* is **false**, then the `if` conditional **does not** execute the **block of code**, and the `else` **block of code** is **executed instead**.

If this Boolean test is *false*... →

... then the `else` block is executed!

```
int main()
{
  // Code before conditional ...

  // Conditional
  if (Boolean test)
  {
    // Code to execute ...
  } // end if
  else
  {
    // Code to execute ...
  } // end if-else

  // Code after conditional ...
  return 0;
} // end main
```


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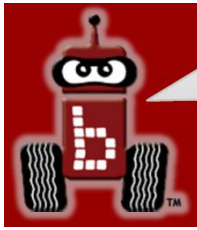

`if-else` and Boolean operators

The "**Boolean test**" in an `if-else` conditional is asking a question:

Is this statement true or false?

- The "**Boolean test**" (condition) often compares two values to one another using a "**Boolean operator**", such as:
  - `==` Equal to
  - `!=` Not equal to
  - `<` Less than
  - `>` Greater than
  - `<=` Less than or equal to
  - `>=` Greater than or equal to

- The next slide provides a cheat sheet for **Boolean operators**.

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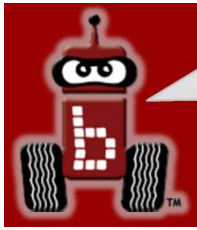

if-else and Boolean operators

```
// Execute if the touch sensor on port #12 is equal to 0
// (i.e., if not pressed).
if (digital(12) == 0)
{
  // Code to execute ...
}
else  // (i.e., if pressed)
{
  // Code to execute ...
}


// Execute if the analog sensor on port #3 reads less than 512.
if (analog(3) < 512)
{
  // Code to execute ...
}
else  // (i.e., analog(3) >= 512)
{
  // Code to execute ...
}
```


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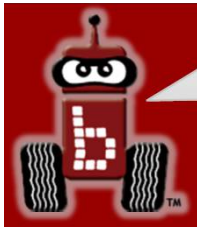

Boolean operators cheat sheet

Resource

Boolean	English Question	True Example	False Example
A == B	Is A **equal to** B?	5 == 5	5 == 4
A != B	Is A **not equal to** B?	5 != 4	5 != 5
A < B	Is A **less than** B?	4 < 5	5 < 4
A > B	Is A **greater than** B?	5 > 4	4 > 5
A <= B	Is A **less than or equal to** B?	4 <= 5 5 <= 5	6 <= 5
A >= B	Is A **greater than or equal to** B?	5 >= 4 5 >= 5	5 >= 6

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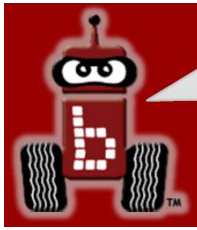

Using while and if-else

```
int main()
{
  while (digital(8) != 1)
  {
    if (analog(0) > 512)
    {
      printf("It's dark in here!\n");
    }
    else
    {
      printf("I see the light!\n");
    }
  }
  return 0;
}
```

What do these lines of code say?

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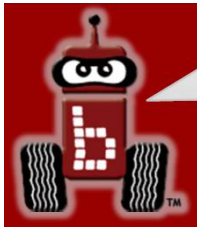

Using `while` and `if-else`

Notice how the { and } braces line up for each block of code!

```
int main()
{
  while (digital(8) != 1)
  {
    if (analog(0) > 512)
    {
      printf("It's dark in here!\n");
    }
    else
    {
      printf("I see the light!\n");
    }
  }
  return 0;
}
```


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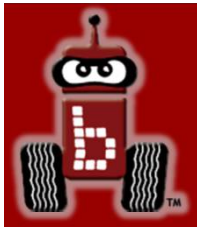

Line-following

Reflectance sensor

Using `while` loops and `if-else` conditionals

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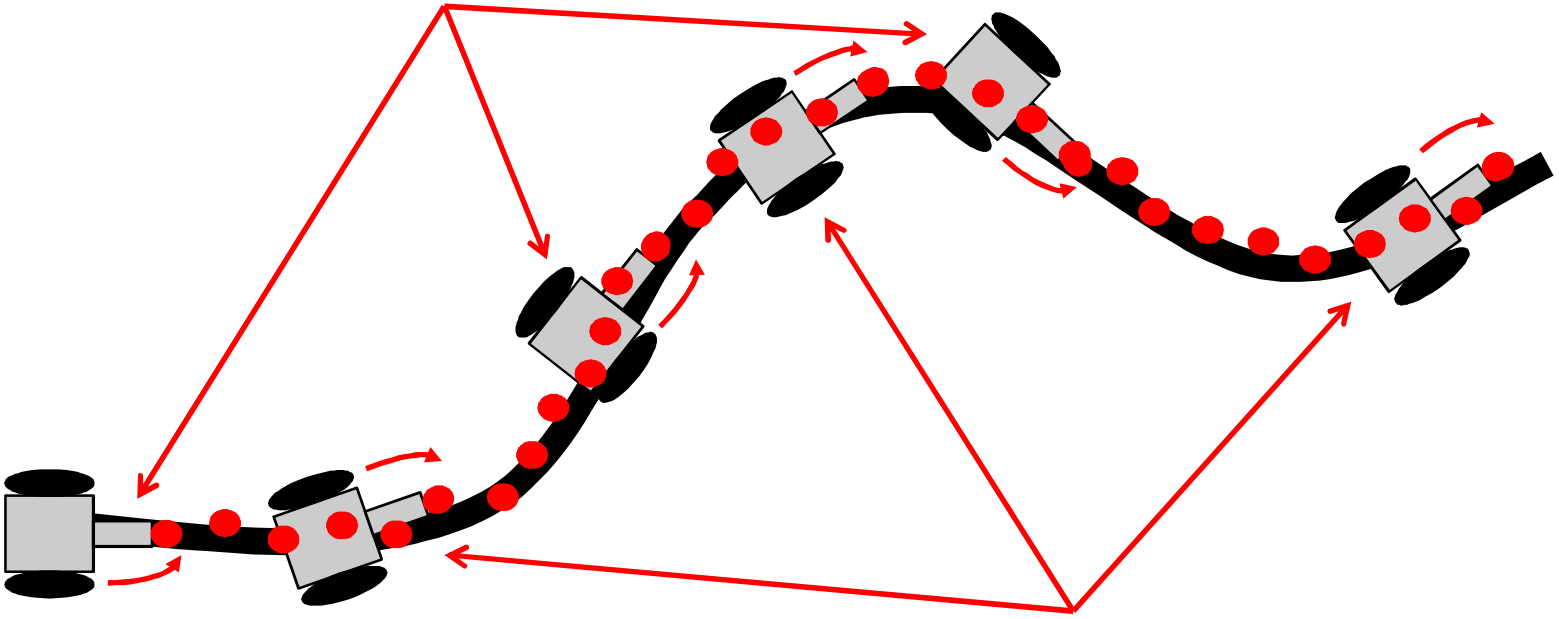
Line-following

Activity

Description: Write a program for the KIPR Link that makes the DemoBot follow a line, and stops when the touch sensor is touched.

- Follow the line's **left edge** by *alternating* the following 2 actions.

1. If detecting *dark*, then turn/arc *left*.



2. Else it is *not dark*, then turn/arc *right*.

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Reflectance sensor for line-following

For this activity, you will need a **reflectance sensor**.

- This sensor is really a short-range reflectance sensor.
- There is both an infrared (IR) *emitter* and an IR *detector* inside of this sensor.
- IR *emitter* sends out IR light → IR *detector* measures how much reflects back.
- The amount of IR reflected back depends on many factors, including **surface texture**, **color**, and **distance to surface**.

This sensor is excellent for line-following!

- **Black materials** typically **absorb <u>most</u> IR** → they **reflect <u>little</u> IR back**!
- **White materials** typically **absorb <u>little</u> IR** → they **reflect <u>most</u> IR back**!
- If this sensor is mounted at a *fixed height* above a surface, it is easy to distinguish a black line from a white surface.

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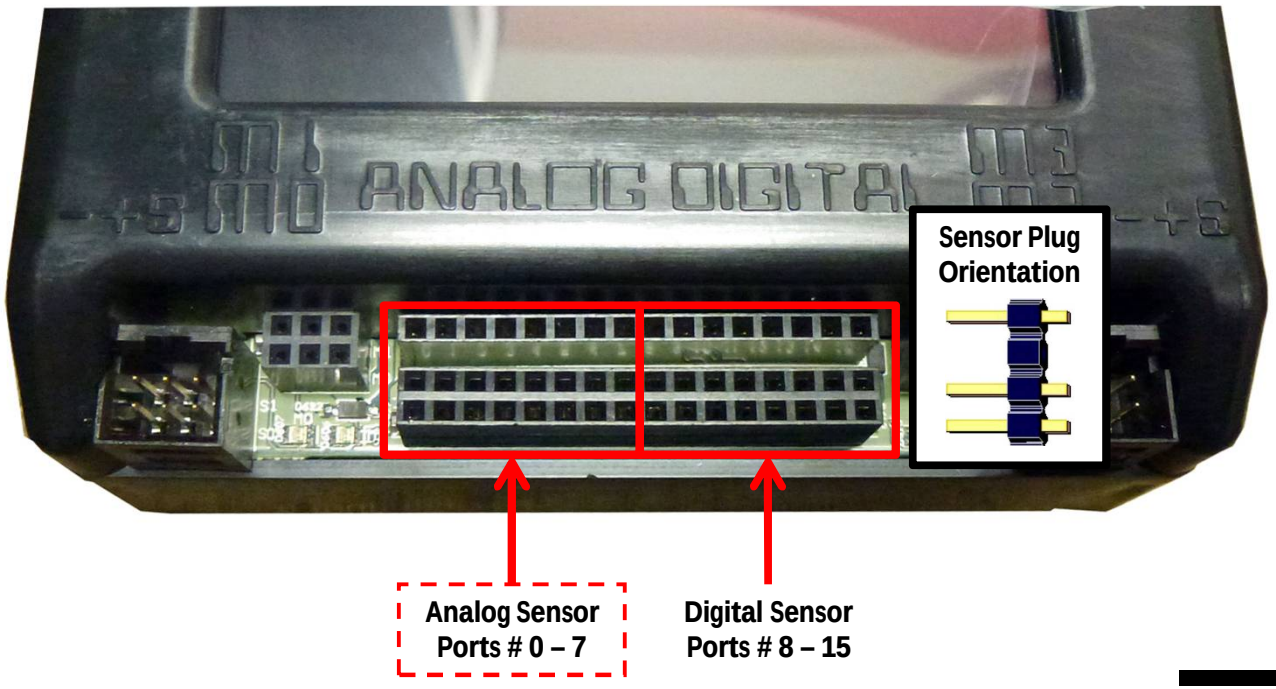
Attach your reflectance sensor

- Attach the sensor on the front of your robot so that it is **pointing down at the ground** and is **approximately 1/8” from the surface**.
- A **reflectance sensor** is an **analog sensor**, so plug it into any of **analog sensor port #0 – 7**.
  - Recall that analog sensor values range **from 0 to 1023**.



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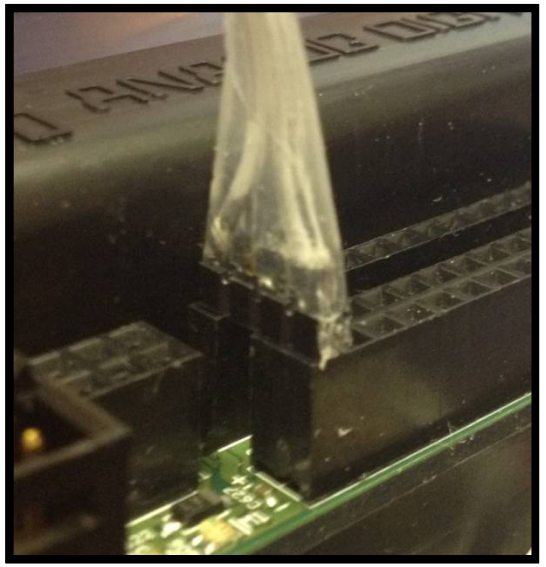
Plug in your reflectance sensor

Activity

Plug your Reflectance Sensor into Analog Port #0.



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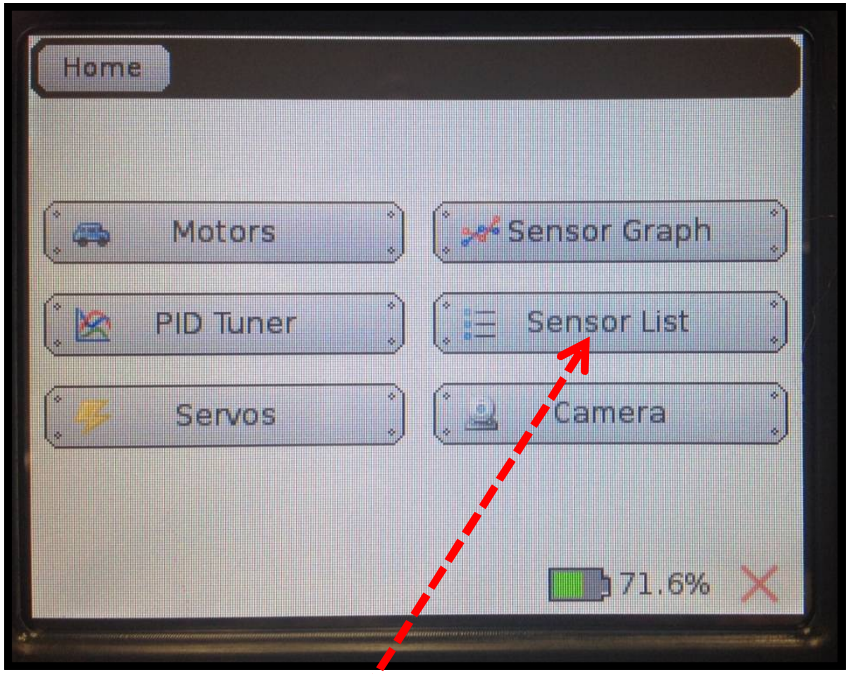
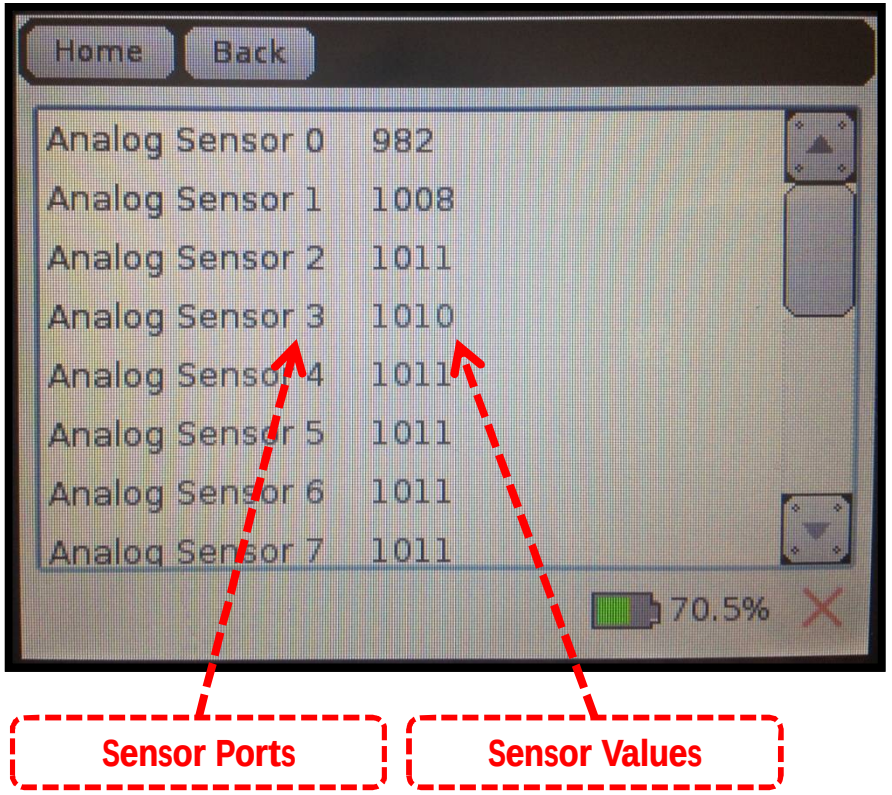
Reading sensor values from the Sensor List screen

Activity

- View sensor values from the "**Sensor List**" on your KIPR Link.
  - This is very helpful to view readings from all of the sensors you are using.
  - You can view the values, then use them in your code.





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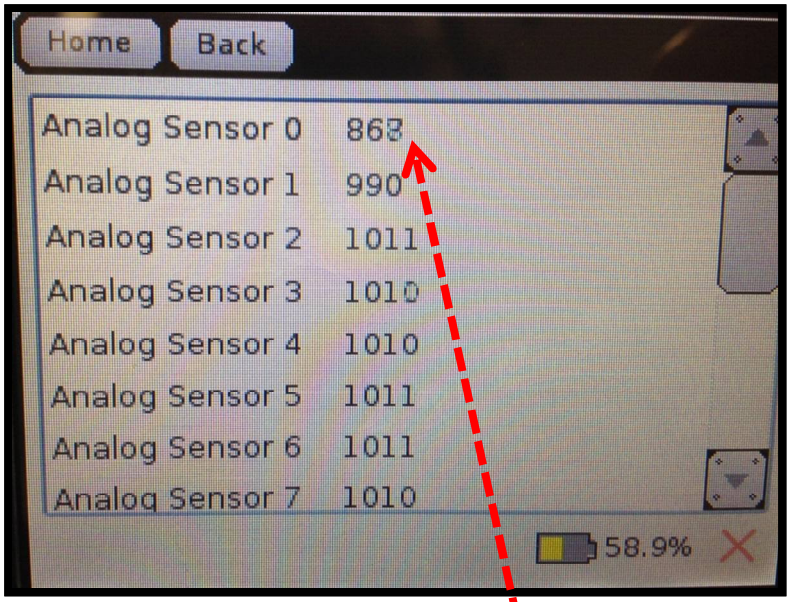
Reading sensor values from the Sensor List screen

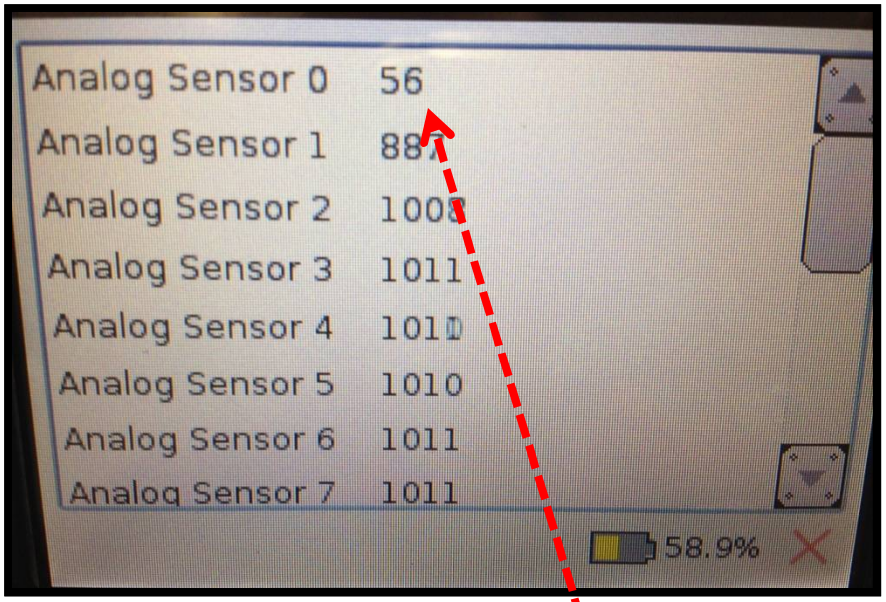
Activity

- With the reflectance sensor plugging into analog port #0…
  - Over a **black surface**, the sensor reading is **863**.
  - Over a **white surface**, the sensor reading is **56**.

Your *values* will be different, but the *process* will be the same!



Value of 863 (Black Surface)



Value of 56 (White Surface)

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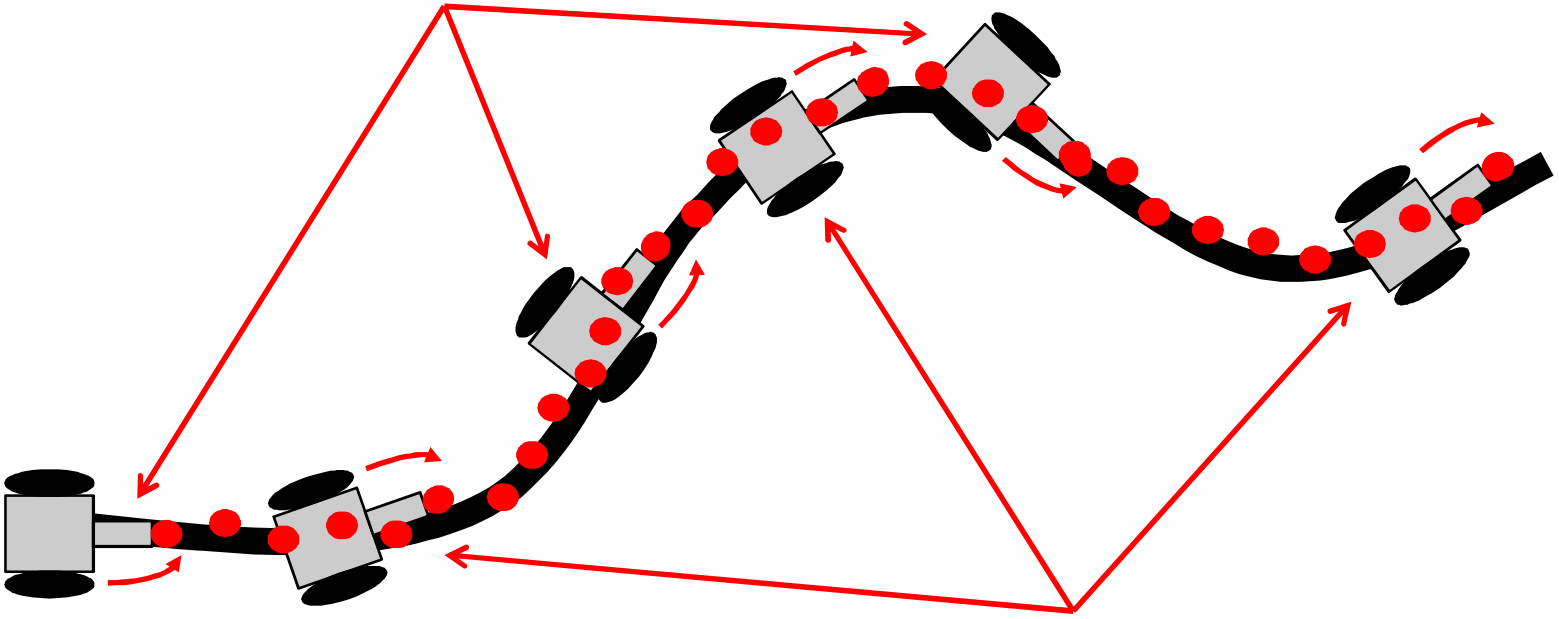
Line-following

Activity

Description: Write a program for the KIPR Link that makes the DemoBot follow a line, and stops when the touch sensor is touched.

- Follow the line's **left edge** by *alternating* the following 2 actions:

1. If detecting *dark*, then turn/arc *left*.



2. Else it is *not dark*, then turn/arc *right*.

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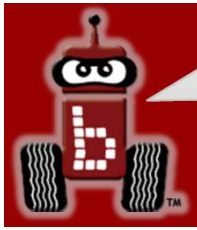

Line-following

Activity

Description: Write a program for the KIPR Link that makes the DemoBot follow a line, and stops when the touch sensor is touched.

Analysis: What is the program supposed to do?

Pseudocode

1. Loop: Is not touched?
    1. If: Is dark detected?
        1. Turn/arc left.
    2. Else:
        1. Turn/arc right.
2. Stop motors.
3. End the program.

Comments

```
// 1. Loop: Is not touched?
//    1.1. If: Is dark detected?
//         1.1.1. Turn/arc left.
//    1.2. Else:
//         1.2.1. Turn/arc right.
// 2. Stop motors.
// 3. End the program.
```


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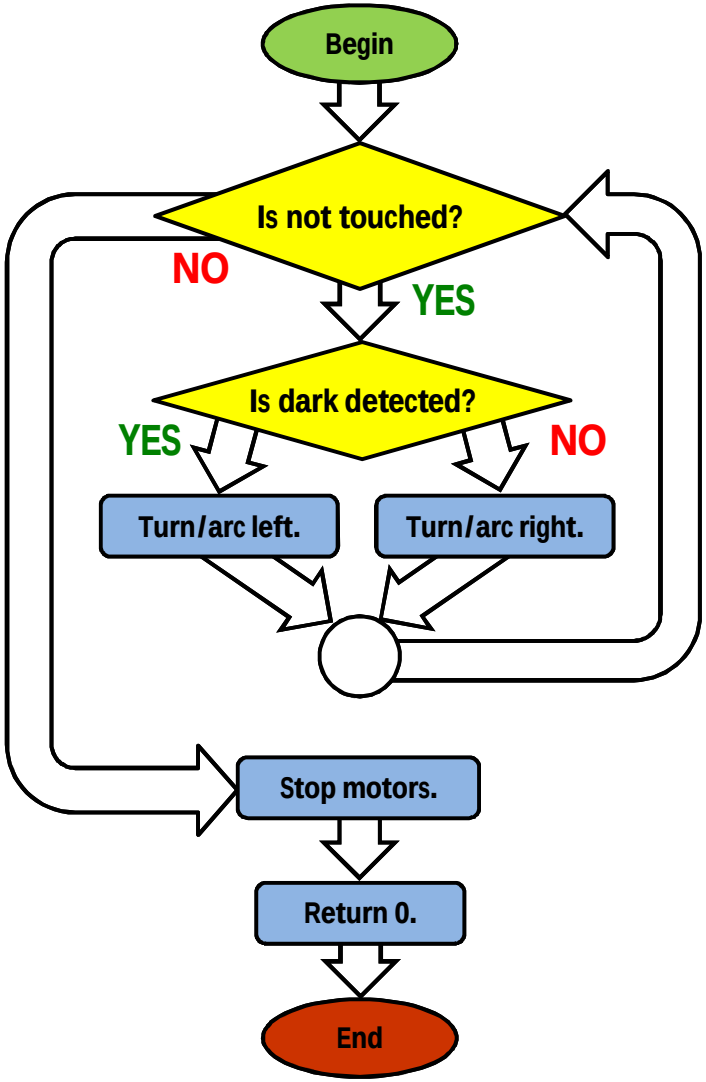
Line-following

Analysis: Flowchart



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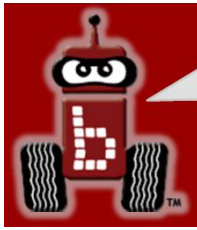

Line-following

Activity

Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Loop: Is not touched?
  //    1.1. If: Is dark detected?
  //         1.1.1. Turn/arc left.
  //    1.2. Else:
  //         1.2.1. Turn/arc right.
  // 2. Stop motors.
  // 3. End the program.
}
```

Source Code

```
int main()
{
  // 1. Loop: Is not touched?
  while (digital(8) != 1)
  {
    // 1.1. If: Is dark detected?
    if (analog(0) > 512)
    {
      // 1.1.1. Turn/arc left.
      motor(0, 20);
      motor(3, 100);
    } // end if
    // 1.2. Else:
    else
    {
      // 1.2.1. Turn/arc right.
      motor(0, 100);
      motor(3, 20);
    } // end else
  } // end while

  // 2. Stop motors.
  ao();

  // 3. End the program.
  return 0;
} // end main
```


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Homework

Game review

Game strategy

Workshop survey

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Homework for tonight: game review

Visit http://homebase.kipr.org

Review the game rules on your Team Home Base.

- We will have a **30-minute Q&A session** tomorrow.
- After the workshop, ask questions about game rules in the **Game Rules Forum**.
  - You should **regularly visit this forum**.
  - You will **find answers to the game questions** there.

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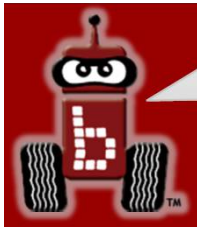

Homework for tonight: game strategy

- Break down the game into subtasks!
- Write **pseudocode** and/or create **flowcharts**!
- Start with "**easy points**"—score early and score often!
- Keep it simple and make sure it works.
- Discuss your strategy with your instructor tomorrow.

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Homework for tonight:
workshop survey

Please take our survey to give feedback about the workshop:

https://www.surveymonkey.com/s/Botball_workshop8RHYLG6

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Have a good night!

Visit http://homebase.kipr.org

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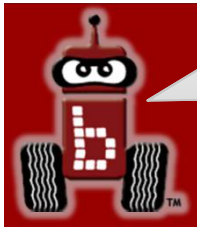

Welcome back!

Please take our survey to give feedback about the workshop:
https://www.surveymonkey.com/s/Botball_workshop8RHYLG6

Botball 2015
Professional Development Workshop

Prepared by the KISS Institute for Practical Robotics (KIPR)
with significant contributions from KIPR staff
and the Botball Instructors Summit participants

v2015.01.17-1

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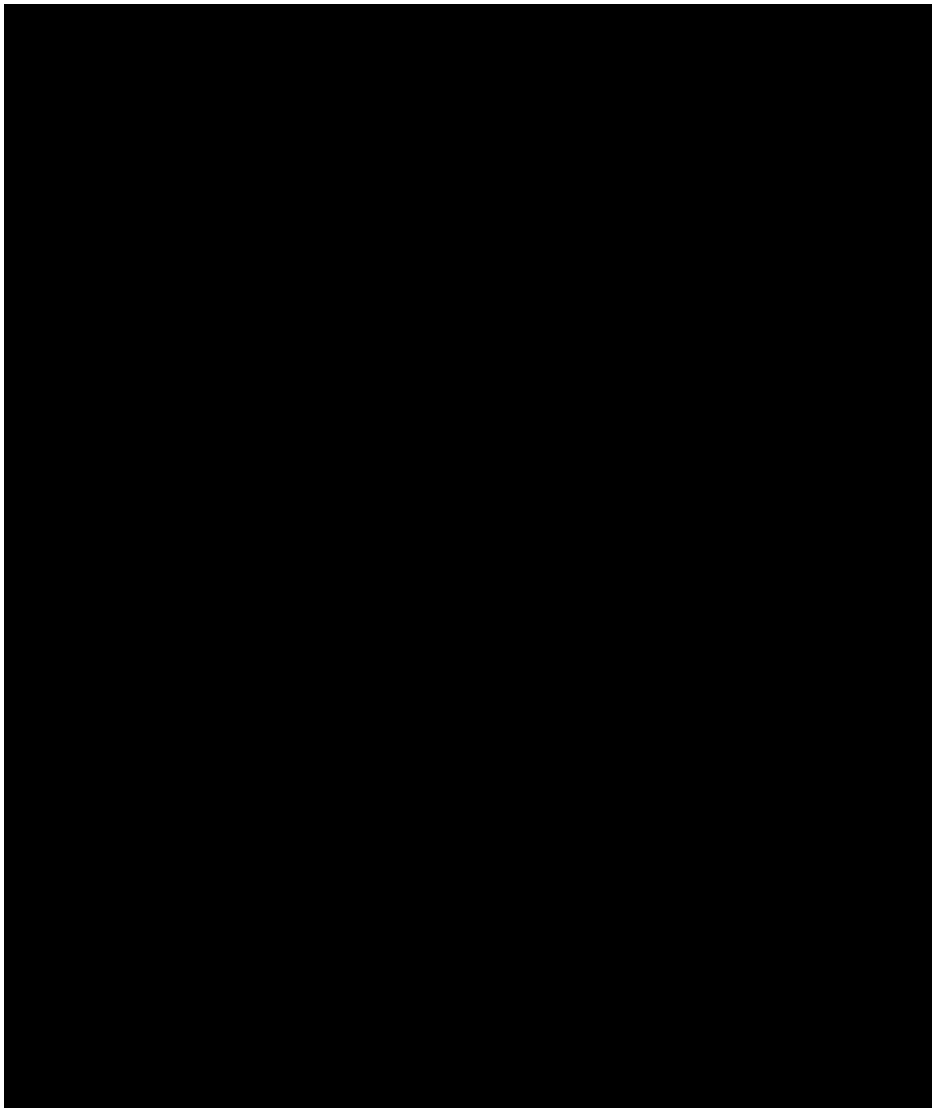
Workshop Schedule



Day 2

- Botball Game Review
- Measuring Distance
- Color Camera
- iRobot Create
- Resources and Support

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Botball Game Review

Game Q&A

Construction, documentation, and changes

Tournament template

`shut_down_in` function

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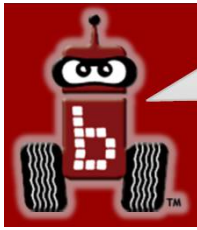

Botball Game Q&A starts...

NOW!

You have 30 minutes...

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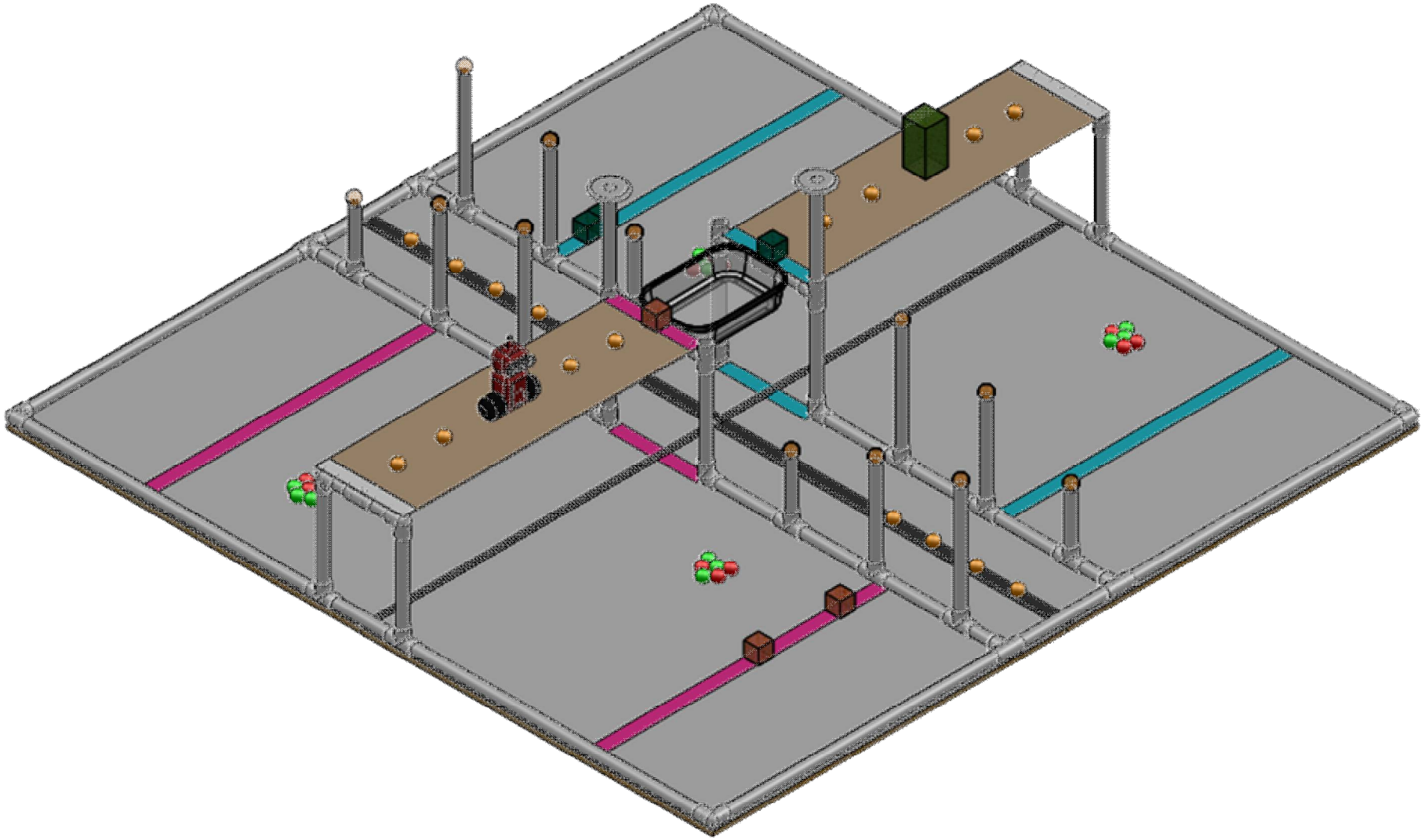
Botball game board



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Ideas on construction

Note: our competition tables are built to specifications with allowable variance.

- Do **NOT** engineer robots that are so precise that a 1/4” difference in a measurement means they are not successful.
  - For example: the specified height of the elevated platform is 15-3/4”, but at the tournament the platform could actually measure 15-7/8”. If your arm is set for exactly 15-3/4”, it would not work.
- Review construction documents (like the ones on the **Home Base**!) to get building ideas.
- Search the internet for robots and structures to get building ideas.
- Test structure robustness ***before*** the tournament!

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Documentation

What?

- **Botball Online Project Documentation (BOPD)**
- Rubrics and examples are on the **Team Home Base**

When?

- 3 document submissions during design and build portion
- 1 onsite presentation (8 minute) at regional tournament

Why?

- To reinforce the Engineering Design Process
- Points earned in **Documentation** factor into the overall tournament scores!

See BOPD Handbook on the Team Home Base for more information (rubrics and exemplars).

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Changes this season

- No UGlu—use Scotch brand restickable dots or strips instead
- Adult in onsite presentation
- Starting box size
- Added threaded rod
- Coach's meeting
- New teams need to remove unofficial LEGO
- Botball Tournament template (see next slide)

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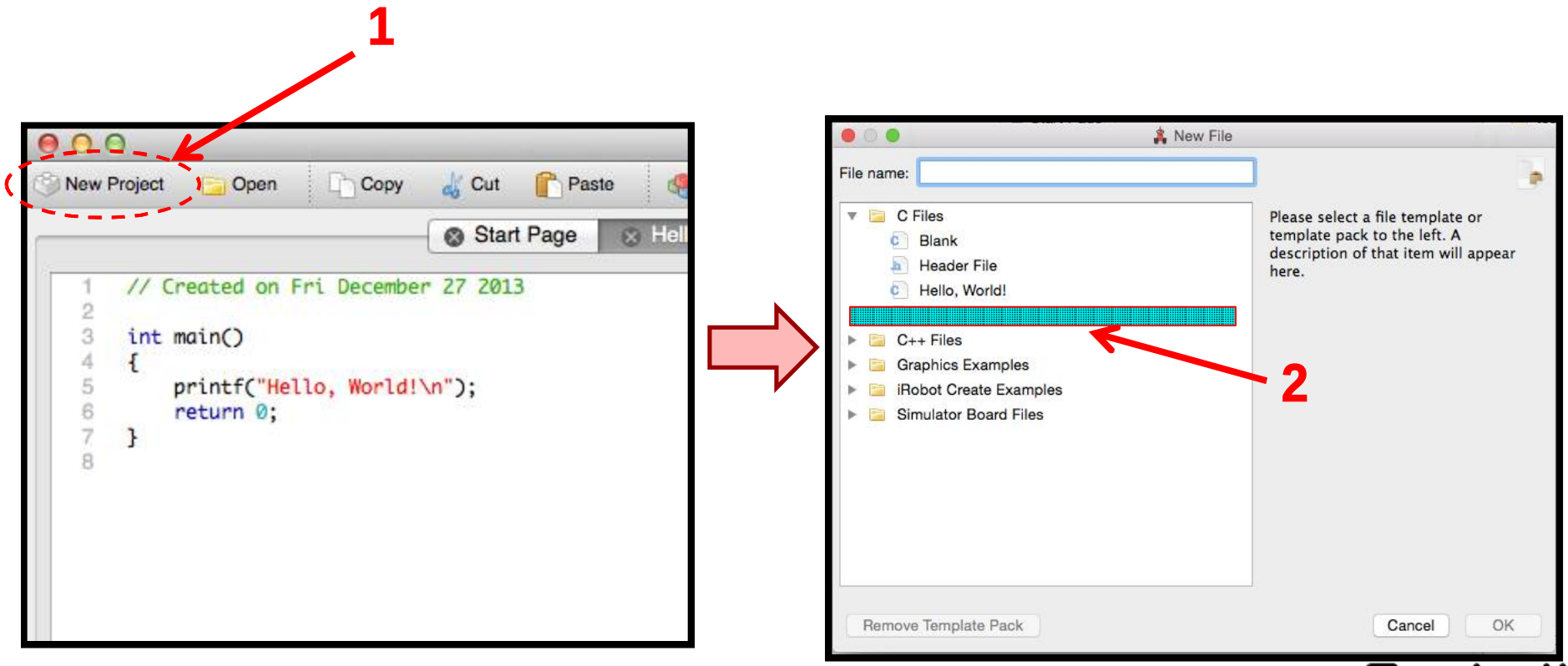
Tournament Template

Activity

1. Click the **“New Project” button** in the KISS IDE.
2. Under “**C Files**”, select the **“Tournament” file template**.



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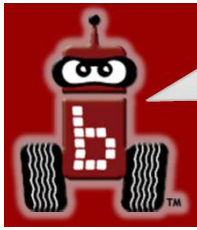

Tournament Template

```
int main()
{
  // initialize servo, camera, etc here?.
  // if you are using a Create you should uncomment the next line
  //create_connect();

  wait_for_light(0); // change the port number to match where your robot

  shut_down_in(119); // shut off the motors and stop the Create after 119 seconds
  // note that shut_down_in should immediately follow wait_for_light!!

  printf("My program should score more points than this template!\n");
  // replace printf above with your code

  //create_disconnect();
  return 0;
}
```


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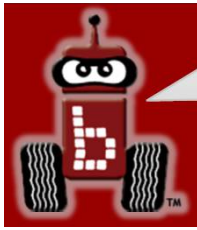

Botball tournament functions

These two functions should be two of the first lines of code in your Botball tournament program!

```
wait_for_light(0);
// Waits for the light on port #0 before going to the next line.

shut_down_in(119);
// Shuts down all motors after 119 seconds (just less than 2 minutes).
```

- This function call should come immediately after the `wait_for_light` in your code.
- If you do not have this function in your code, your robot will not automatically turn off its motors at the end of the Botball round and you will be disqualified!

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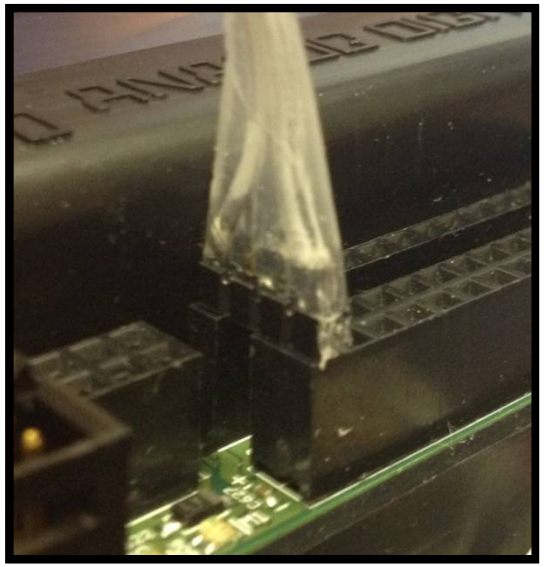
Plug in your light sensor

(and get your flashlight!)

Activity

Plug your Light Sensor into Analog Port #0.



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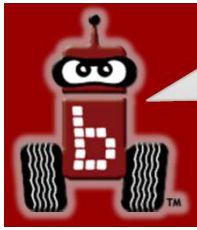

Running a Botball tournament program

Activity

Description: Write a program for the KIPR Link that waits for a light to come on, shuts down the program in 5 seconds, drives the DemoBot forward until it detects a touch, and then stops.

- **Hint:** use the **"Tournament" template**.

Analysis: What is the program supposed to do?

Pseudocode	Comments
1. Wait for light.	`// 1. Wait for light.`
2. Shut down in 5 seconds.	`// 2. Shut down in 5 seconds.`
3. Drive forward.	`// 3. Drive forward.`
4. Wait for touch.	`// 4. Wait for touch.`
5. Stop motors.	`// 5. Stop motors.`
6. End the program.	`// 6. End the program.`

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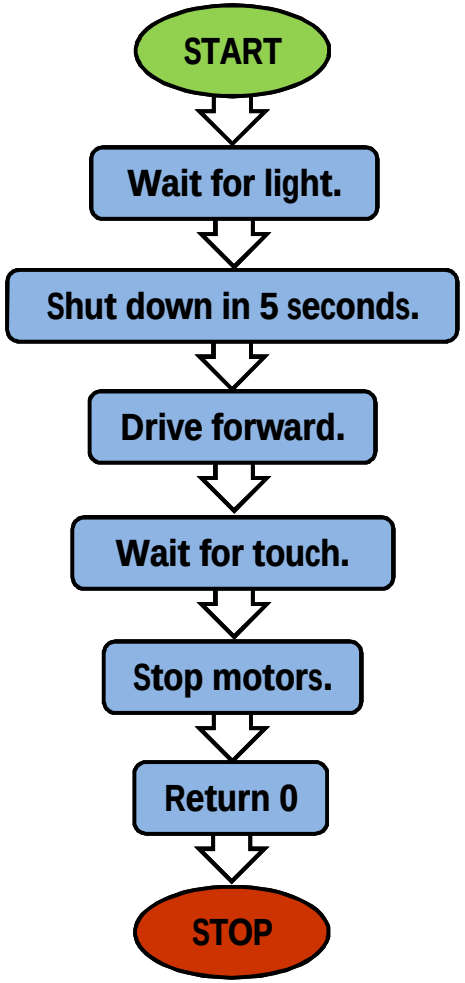
Running a Botball tournament program

Activity

Analysis:

Flowchart



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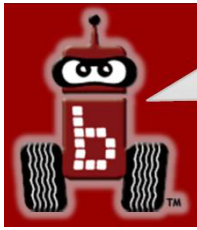

Running a Botball tournament program

Activity

Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Wait for light.
  // 2. Shut down in 5 seconds.
  // 3. Drive forward.
  // 4. Wait for touch.
  // 5. Stop motors.
  // 6. End the program.
}
```

Source Code

```
int main()
{
  // 1. Wait for light.
  wait_for_light(0);

  // 2. Shut down in 5 seconds.
  shut_down_in(5);

  // 3. Drive forward.
  motor(0, 100);
  motor(3, 100);

  // 4. Wait for touch.
  wait_for_touch(8);

  // 5. Stop motors.
  ao();

  // 6. End the program.
  return 0;
}
```

Execution: Compile and run your program on the KIPR Link.

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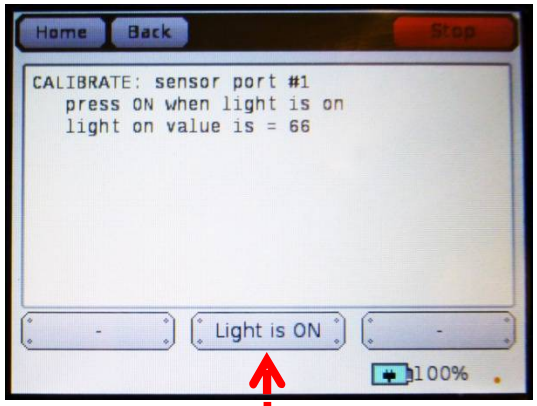
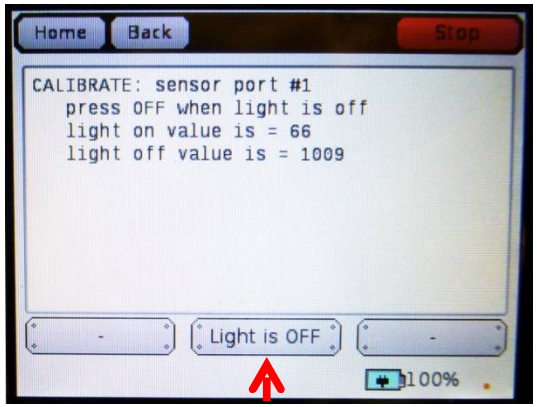
`wait_for_light` calibration routine

Activity

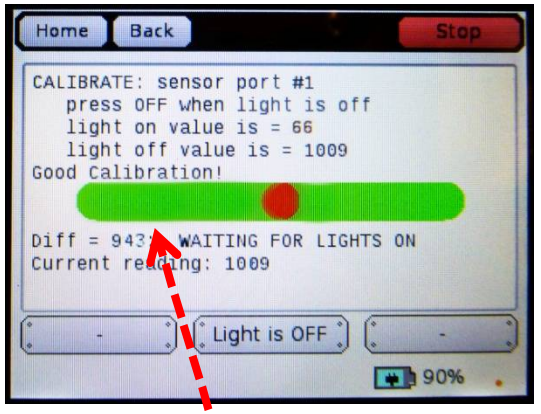
When you use the **`wait_for_light`** function in your program, the following calibration routine will run automatically.



When the light is *on* (low value), press the "Light is On" button.



When the light is *off* (high value), press the "Light is Off" button.



You will get a "Good Calibration!" message and moving red dot on green bar when done *correctly*. You will get a "BAD CALIBRATION" message when not done correctly, and you will need to run through the routine again.

Note: For Botball, **`wait_for_light`** should be one of the first functions called in your program.

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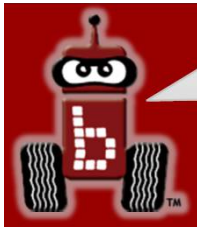

Running a Botball tournament program

Activity

Reflection:

- What happens if the touch sensor is pressed in ***less than 5 seconds*** after starting the program?
- What happens if the touch sensor is **not** pressed in ***less than 5 seconds*** after starting the program?
- What is the best way to guarantee that your program will ***start with the light*** in a Botball tournament round? (**Answer:** `wait_for_light`)
- What is the best way to guarantee that your program will ***stop within 120 seconds*** in a Botball tournament round? (**Answer:** `shut_down_in`)

Use these functions in your Botball tournament code!

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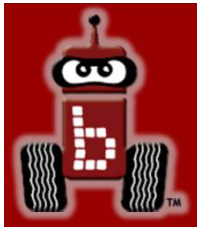

Measuring Distance

Infrared “ET” distance sensor

`analog_et` function

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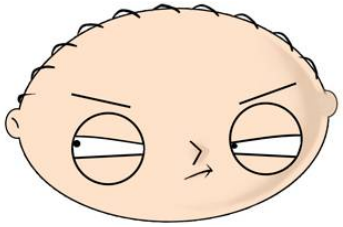
Infrared “ET” distance sensor



For this activity, you will need the **infrared “ET” distance sensor**.

- There is both an infrared (IR) *emitter* and an IR *detector* inside of this sensor.
- The sensor works by sending out an IR beam and then measures the angle the reflected IR light returns at and triangulates the distance to an object.

This sensor makes a great medium-range distance sensor.

- Values are ***reliable*** between 5cm and 80cm.
- Values are ***not reliable*** beyond these distances, **though they <u>appear</u> to be**!
- Values are in **“raw” sensor units**, ***not*** in **centimeters—<u>but you can convert</u>**!
- Values ***decrease*** as an object gets ***farther away*** from the sensor.

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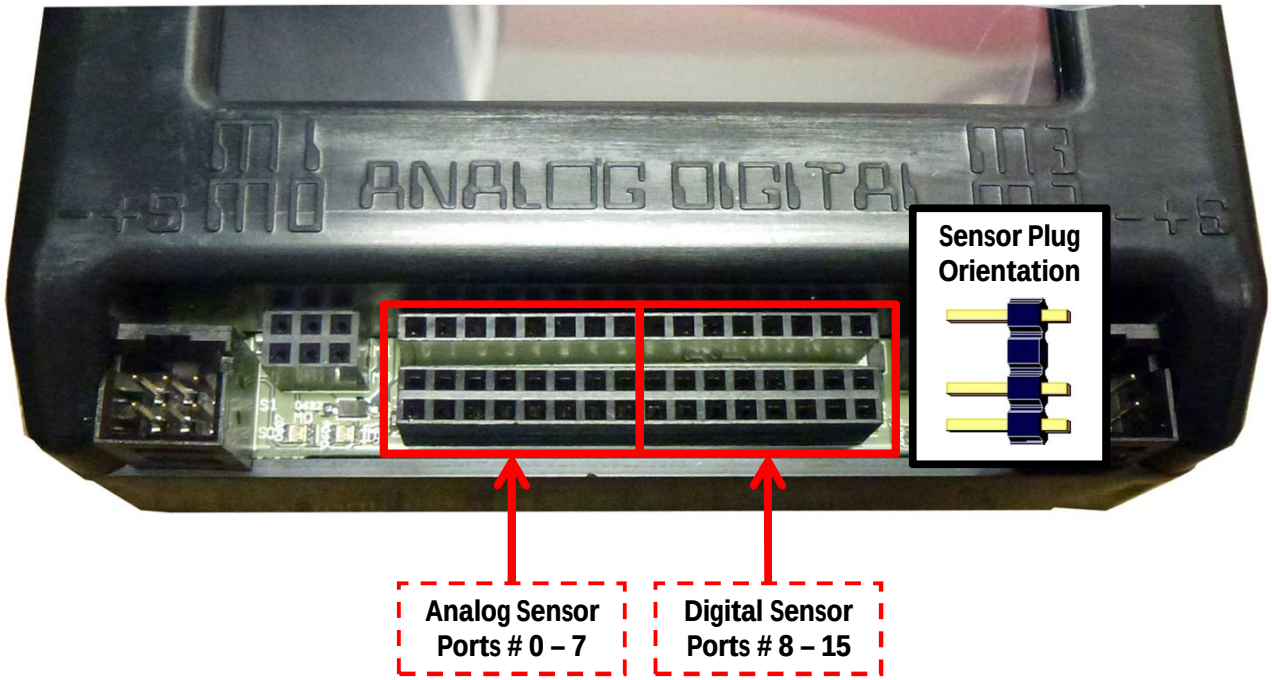
Attach your ET distance sensor

- Attach the sensor on the front of your robot so that it is **pointing forward**.
- The **ET distance sensor** is an **analog sensor**, so plug it into any of **analog sensor port #0 – 7**.
  - Recall that analog sensor values range **from 0 to 1023**.



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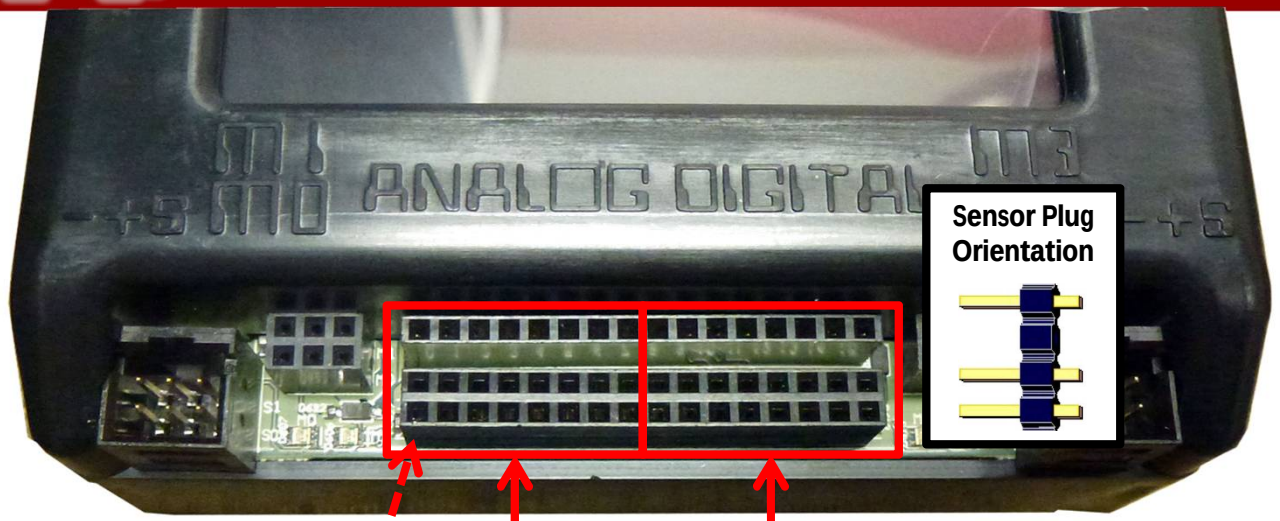
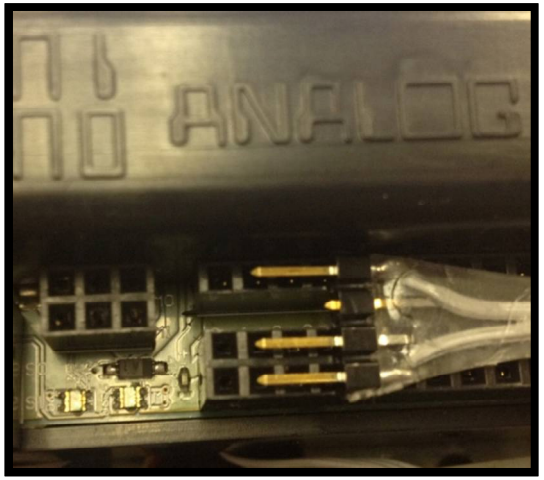
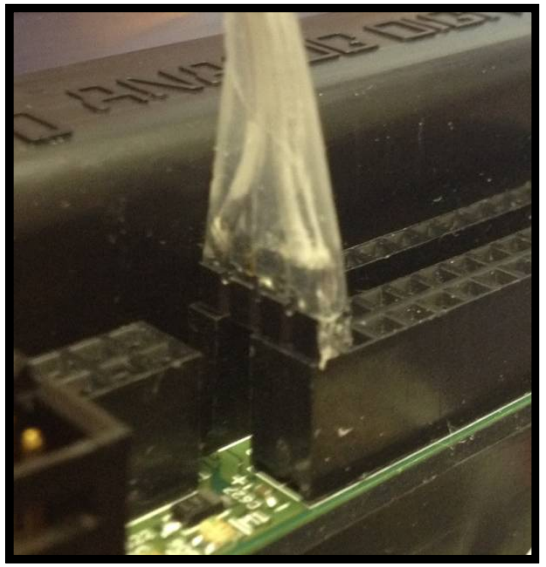
Plug in your ET distance sensor

Activity







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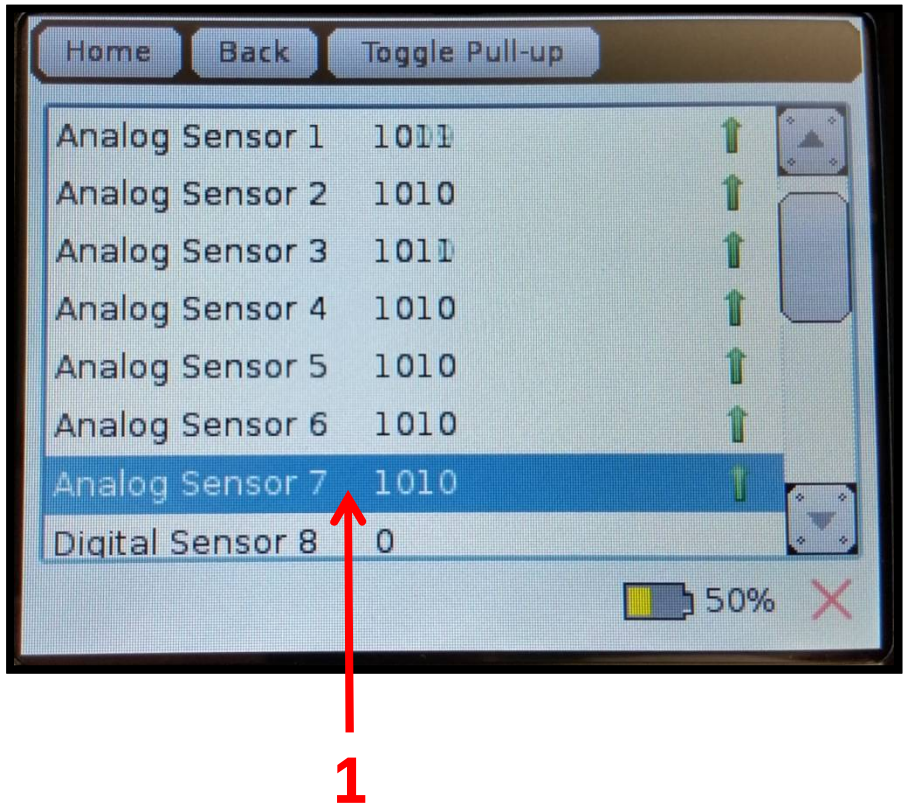
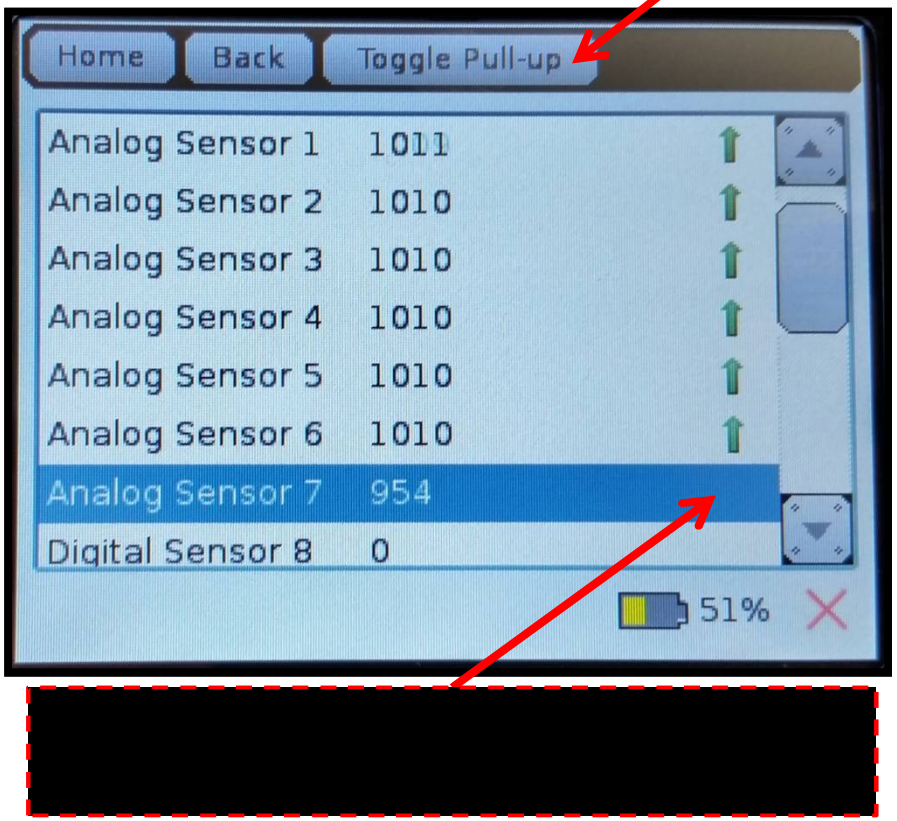
Reading ET distance sensor values from the Sensor List screen

Activity

1. Select the **“Analog Sensor 7”**.
2. Press the **“Toggle Pull-up” button**.





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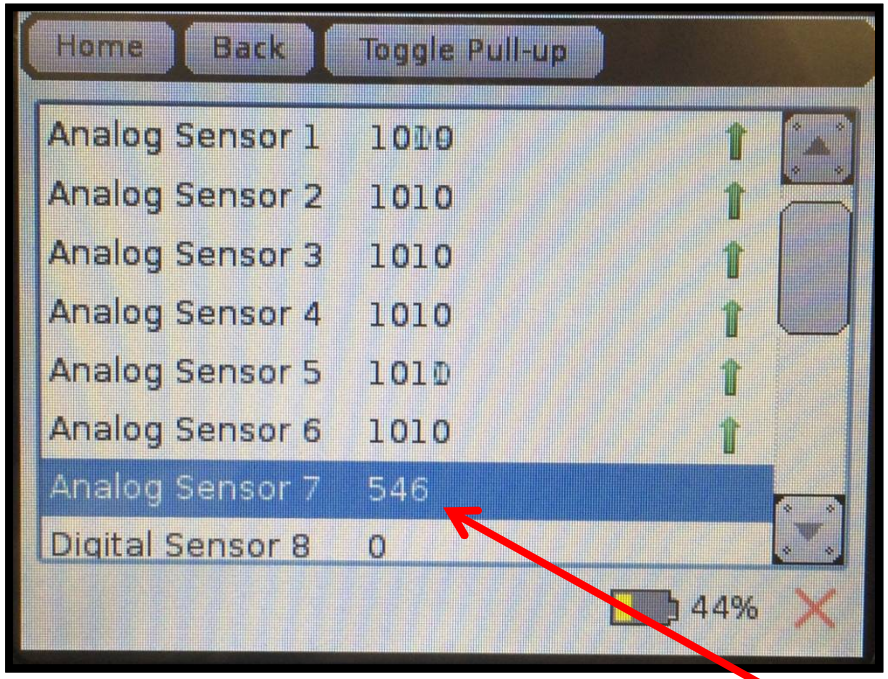
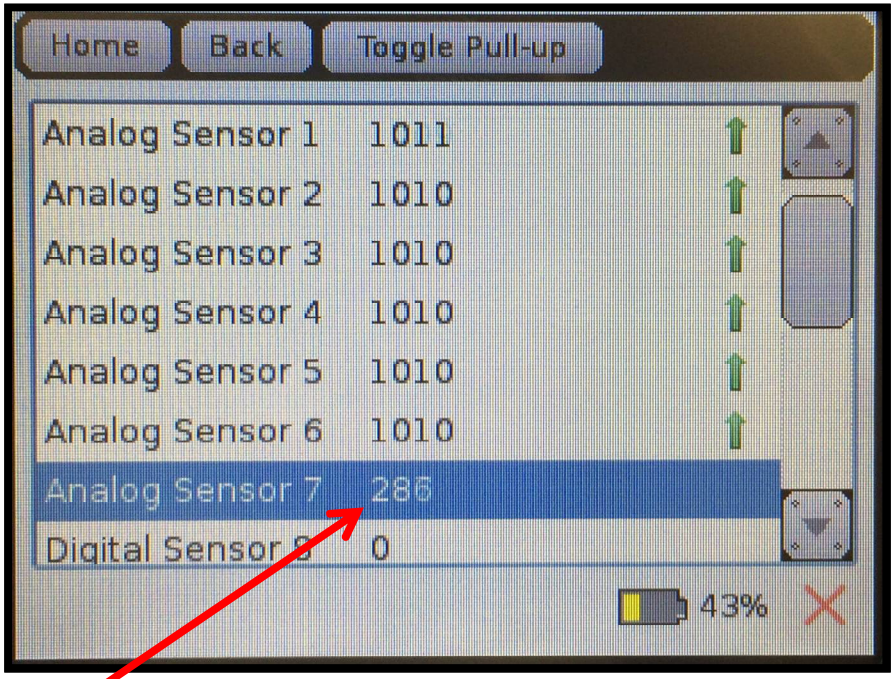
Reading ET distance sensor values from the Sensor List screen

Activity

3. Hold an object in front of the ET distance sensor at different distances and **read the value** on the **Sensor List screen**.



Higher **values → *closer* distances.**



Lower **values → *farther* distances.**

3

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ET distance sensor function

To get sensor readings from the **ET distance sensor**, you must use a ***special*** **analog function:**

```
analog_et(7)
// Get an ET sensor reading from analog port #7.
```

- ***Lower*** **values → *farther* distances.**
- ***Higher*** **values → *closer* distances.**
- **Range:** 5cm – 80cm
  - Values are ***not reliable*** beyond these distances, **though they <u>appear</u> to be**!

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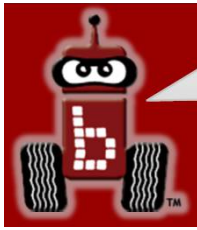

Using analog_et

What does this say?

```
int main()
{
  while (analog_et(7) < 475)
  {
    motor(0, 100);
    motor(3, 100);
  }
  ao();
  return 0;
}
```

Notice: no semicolon!
(Why not?)

Remember

Lower values → *farther* distances.

Higher values → *closer* distances.

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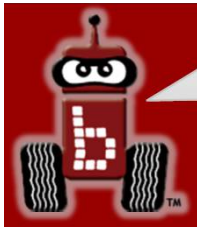

Maintain distance

Activity

Description: Write a program for the KIPR Link that makes the DemoBot maintain a specified distance away from an object, and stops when the touch sensor is touched.

Analysis: What is the program supposed to do?

Pseudocode

1. Loop: Is not touched?
    1. If: Is distance too far?
        1. Drive forward.
    2. Else.
        1. If: Is distance too close?
            1. Drive reverse.
        2. Else:
            1. Stop motors.
2. Stop motors.
3. End the program.

Comments

```
// 1. Loop: Is not touched?
//    1.1. If: Is distance too far?
//         1.1.1. Drive forward.
//    1.2. Else.
//         1.2.1. If: Is distance too close?
//                1.2.1.1. Drive reverse.
//         1.2.2. Else.
//                1.2.2.1. Stop motors.
// 2. Stop motors.
// 3. End the program.
```


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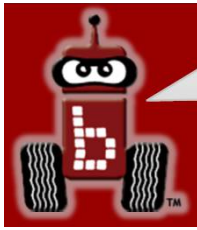

Maintain distance

Activity

Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Loop: Is not touched?
  //    1.1. If: Is distance to far?
  //         1.1.1. Drive forward.
  //    1.2. Else.
  //         1.2.1. If: Is distance too close?
  //                1.2.1.1. Drive reverse.
  //         1.2.2. Else.
  //                1.2.2.1. Stop motors.
  // 2. Stop motors.
  // 3. End the program.
}
```

Source Code

```
int main()
{
  // 1. Loop: Is not touched?
  while (digital(8) != 1)
  {
    // 1.1. Is distance too far?
    if (analog_et(7) < 475)
    {
      // 1.1.1. Drive forward.
      motor(0, 100);
      motor(3, 100);
    } // end if
    // 1.2. Else.
    else
    {
      // 1.2.1. If: Is distance too close?
      if (analog_et(7) > 525)
      {
        // 1.2.1.1. Drive reverse.
        motor(0, -100);
        motor(3, -100);
      } // end if
      // 1.2.2. Else.
      else
      {
        // 1.2.2.1. Stop motors.
        ao();
      } // end else
    } // end else
  } // end while

  // 2. Stop motors.
  ao();

  // 3. End the program.
  return 0;
} // end main
```

Color Camera

Using the color camera

Setting the color tracking channels

About color tracking

Camera functions

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Color camera

Activity

For this activity, you will need the **color camera**.

- The camera plugs into one of the USB (type A) ports on the back of the Link.
- **Warning:** Unplugging the camera while it is being accessed can freeze the Link, requiring it to be rebooted.

USB Ports

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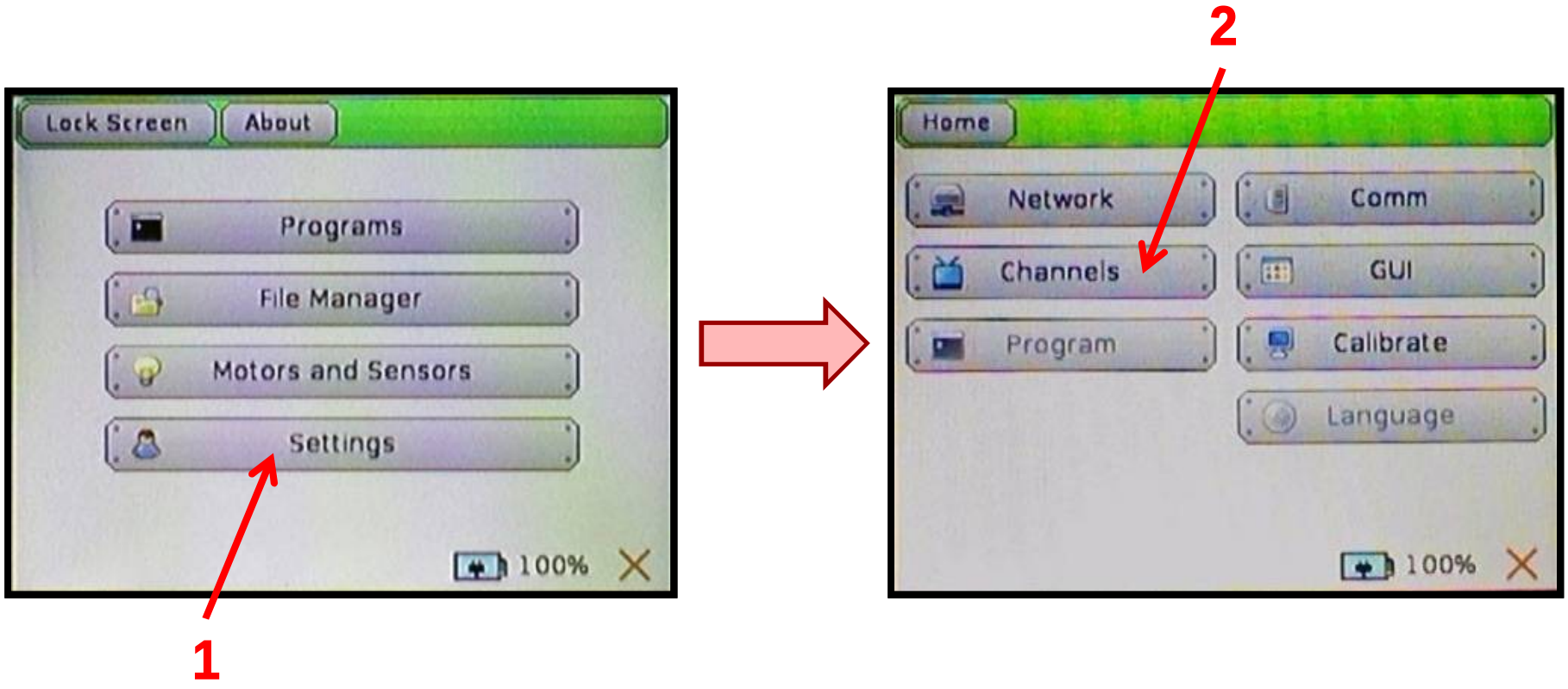
Setting the color tracking channels

Activity

1. Select **“Settings”**.
2. Select **“Channels”**.



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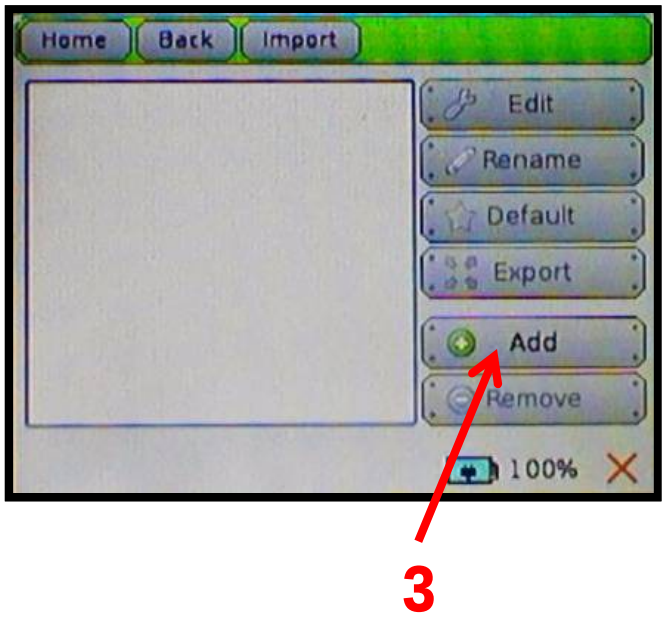
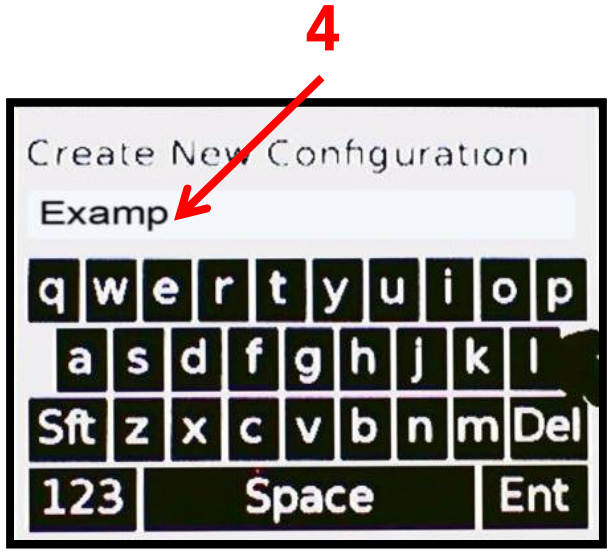
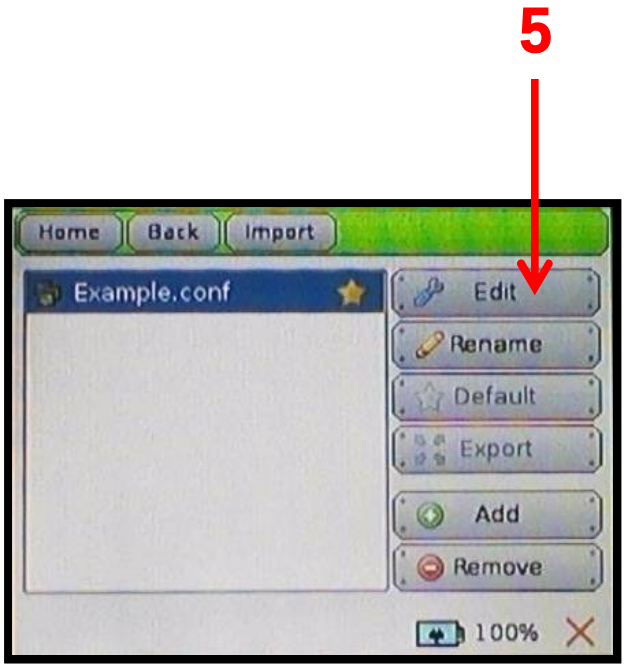
Setting the color tracking channels

Activity

3. To specify a "**camera configuration**", press the **"Add" button**.
4. Enter a configuration name, such as "**find_green**", then press the **"Ent" button**.
5. Highlight the new configuration and press the **"Edit" button**.







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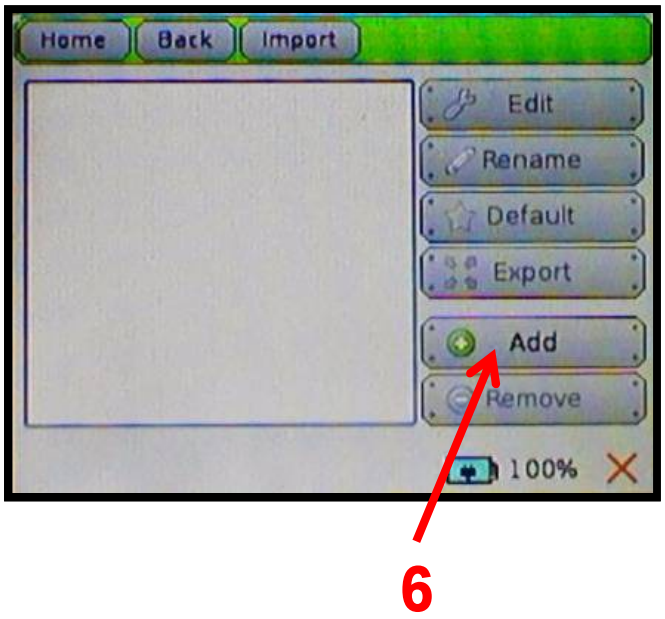
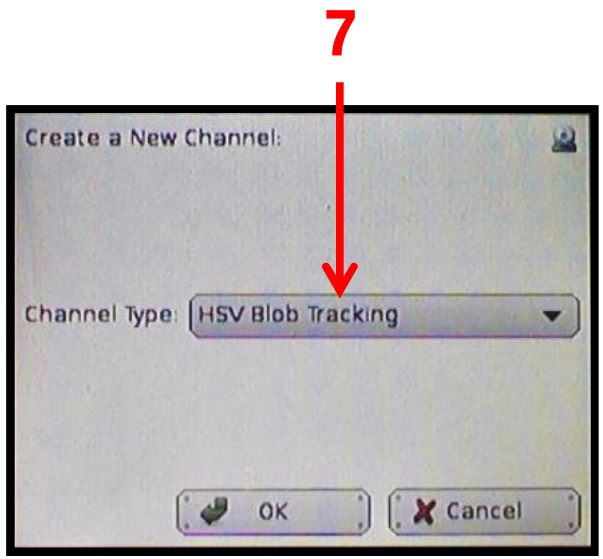
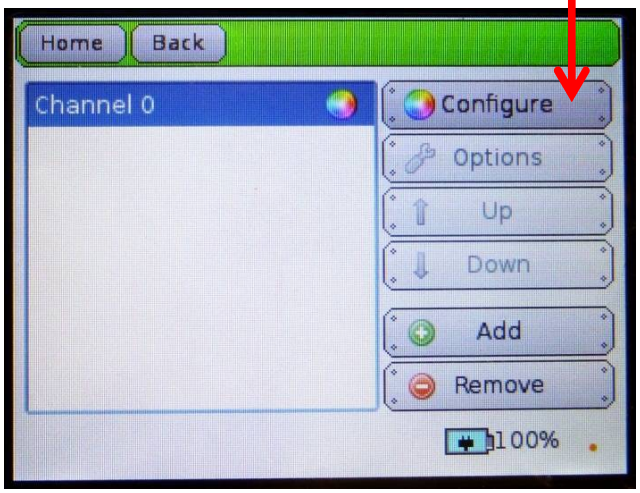
Setting the color tracking channels

Activity

6. Press the **"Add" button** to add a channel to the configuration.
7. Select **"HSV Blob Tracking"**, then **"OK"** to make this track color.
8. Highlight the channel, then press **"Configure"** to edit settings.
   - The first channel is 0 by default. You can have up to four: **0**, **1**, **2**, and **3**.







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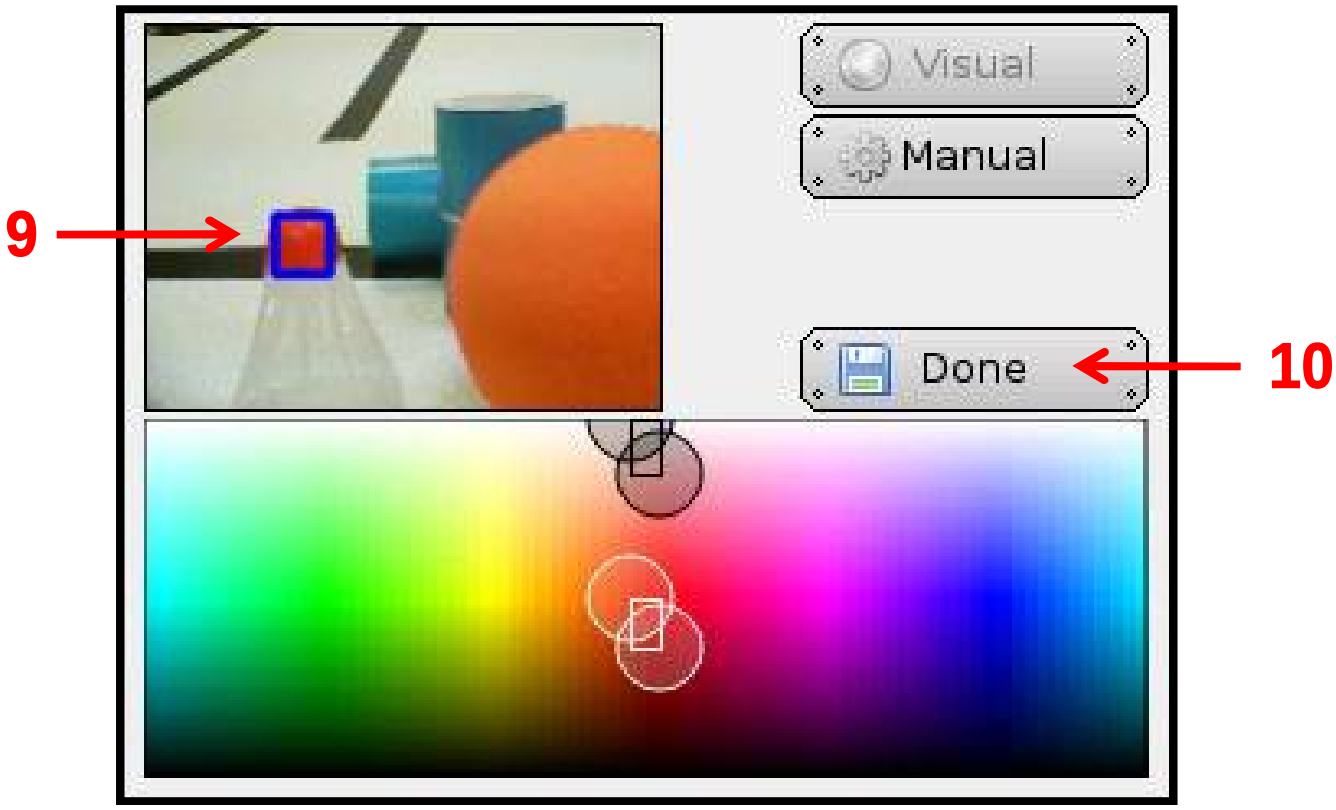
Setting the color tracking channels

Activity

9. Place the colored object you want to track in front of the camera and **touch the object on the screen**.
   - A **bounding box** (**dark blue**) will appear around the selected object.
10. Press the **"Done" button**.



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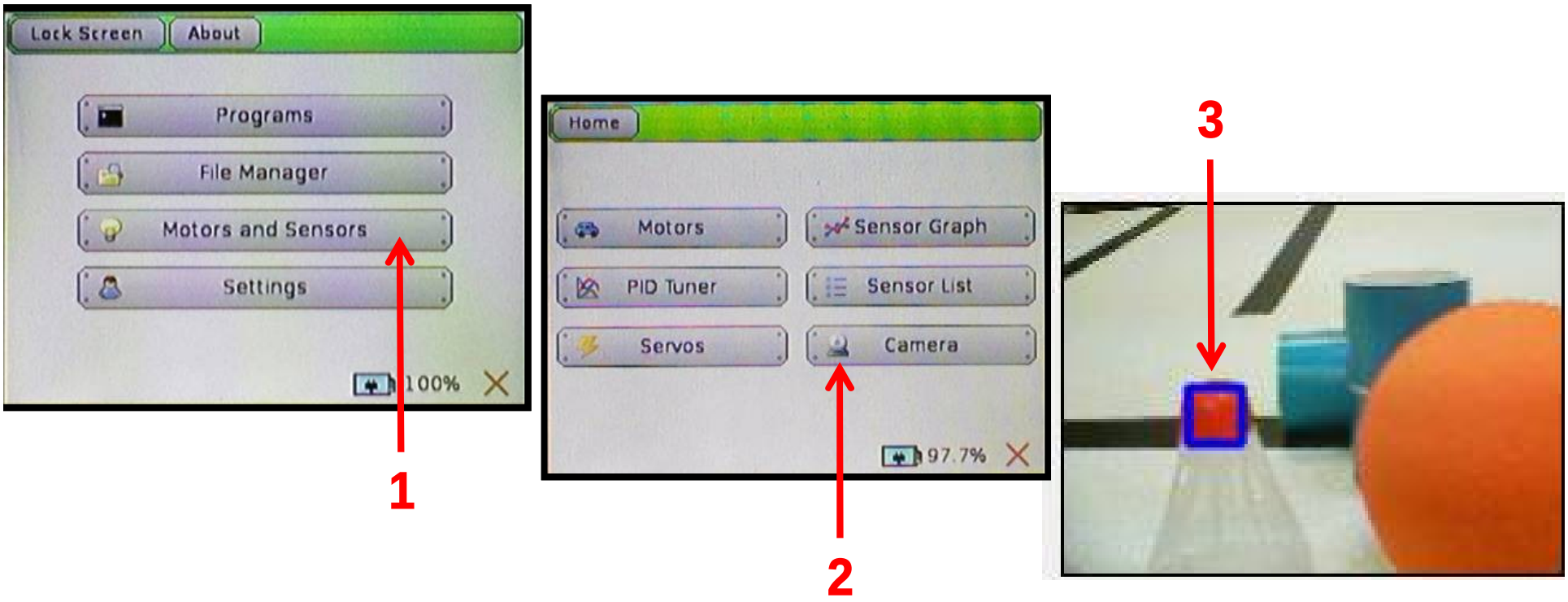
Verify the color channel is working

Activity

1. From the **“Home” screen**, press **“Motors and Sensors” button**.
2. Press the **“Camera” button**.
3. Objects specified by the configuration should have a **bounding box**.



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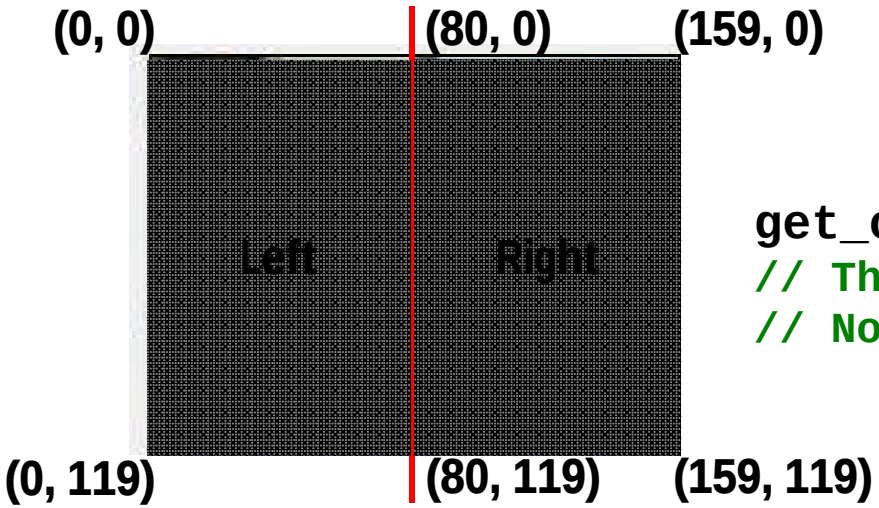
Tracking the location of an object

- You can use the **position** of the object in relation to the **center *x* (column)** of the image to tell if it is to the **left** or **right**.
  - The image is **160 columns wide**, so the **center column (*x*-value)** is 80.
  - An ***x*-value** of 80 is straight ahead.
  - An ***x*-value** between 0 and 79 is to the ***left***.
  - An ***x*-value** between 81 and 159 is to the ***right***.
- You can also use the **position** of the object in relation to the **center *y* (row)** of the image to tell **how far away** it is.



Object
0, 1, 2, ...
(largest to smallest)

Channel #

```
get_object_center_x(0, 0);
// The x-value of the tracked object.
// Note: number between 0 and 159.
```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Camera functions

```
camera_open();
// Opens the connection to the camera.

camera_close();
// Closes the connection to the camera.

camera_update();
// Gets a new picture (image) from the camera and performs color tracking.

get_object_count(channel #)
// The number of objects being tracked on the specified color channel.

get_object_center_x(channel #, object #)
// The center x (column) coordinate value of the object # on the color channel.

get_object_center_y(channel #, object #)
// The center y (row) coordinate value of the object # on the color channel.
```


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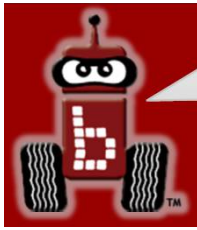

Using camera functions

```
int main()
{
  camera_open();
  while (digital(8) != 1)
  {
    camera_update();
    if (get_object_count(0) == 0)
    {
      printf("No objects detected.\n");
    }
    else
    {
      if (get_object_center_x(0, 0) < 80)
      {
        printf("Object is on the left!\n");
      }
      else
      {
        printf("Object is on the right!\n");
      }
    }
  }
  camera_close();
  return 0;
} // end main
```

What do these say?

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Tracking an object

Activity

Description: Write a program for the KIPR Link that makes the DemoBot track an object, and stops when the touch sensor is touched.

- This is the same type program as the line follow activity, but instead of the reflectance sensor it is using the camera.
- Anything *less than* 80 is to the left, so turn left.
- Anything *greater than* 80 is to the right, so turn right
- If it does not see anything, then it stops.

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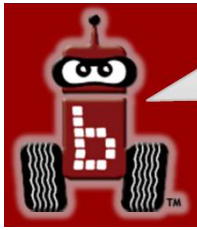

Tracking an object

Activity

Analysis: What is the program supposed to do?

Pseudocode

1. Open camera connection.
2. Loop: Is not touched?
    1. Update camera.
    2. If: Is object not detected?
        1. Stop motors.
    3. Else.
        1. If: Is object on left?
            1. Turn left.
        2. Else.
            1. Turn right.
3. Stop motors.
4. Close camera connection.
5. End the program.

Comments

```
// 1. Open camera connection.
// 2. Loop: Is not touched?
//    2.1. Update camera.
//    2.2. If: Is object not detected?
//         2.2.1. Stop motors.
//    2.3. Else.
//         2.3.1. Is object on left?
//                2.3.1.1. Turn left.
//         2.3.2. Else.
//                2.3.2.1. Turn right.
// 3. Stop motors.
// 4. Close camera connection.
// 5. End the program.
```


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Tracking an object

Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Open camera connection.
  // 2. Loop: Is not touched?
  //    2.1. Update camera.
  //    2.2. If: Is object not detected?
  //         2.2.1. Stop motors.
  //    2.3. Else.
  //         2.3.1. If: Is object on left?
  //                2.3.1.1. Turn left.
  //         2.3.2. Else.
  //                2.3.2.1. Turn right.
  // 3. Stop motors.
  // 4. Close camera connection.
  // 5. End the program.
}
```

Source Code

Activity

```
int main()
{
  // 1. Open camera connection.
  camera_open();

  // 2. Loop: Is not touched?
  while (digital(8) != 1)
  {
    // 2.1. Update camera.
    camera_update();

    // 2.2. If: Is object not detected?
    if (get_object_count(0) == 0)
    {
      // 2.2.1. Stop motors.
      ao();
    } // end if
    // 2.3. Else
    else
    {
      // 2.3.1. If: Is object on left?
      if (get_object_center_x(0, 0) < 80)
      {
        // 2.3.1.1. Turn left.
        motor(0, -50);
        motor(3,  50);
      } // end if
      // 2.3.2. Else.
      else
      {
        // 2.3.2.1. Turn right.
        motor(0,  50);
        motor(3, -50);
      } // end else
    } // end if
  } // end while

  // 3. Stop motors.
  ao();

  // 4. Close camera connection.
  camera_close();

  // 5. End the program.
  return 0;
} // end main
```

LUNCH

Please take our survey to give feedback about the workshop:

https://www.surveymonkey.com/s/Botball_workshop8RHYLG6

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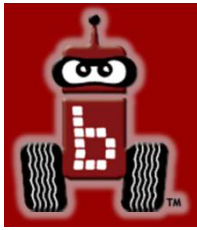

iRobot *Create*

Setting up the *Create*

The *Create* and the KIPR Link

Create functions

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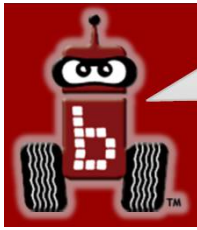

Charging the *Create*

Activity

- For charging the ***Create***, **use only the power supply which came with your *Create***.
  - **Damage to the *Create* from using the wrong charger is easily detected and will void your warranty!**

- The ***Create*** power pack is a **nickel metal hydride battery**, so the rules for charging a battery for any electronic device apply.
  - Only an adult should charge the unit.
  - **Do NOT leave the unit unattended** while charging.
  - Charge in a cool, open area away from flammable materials.

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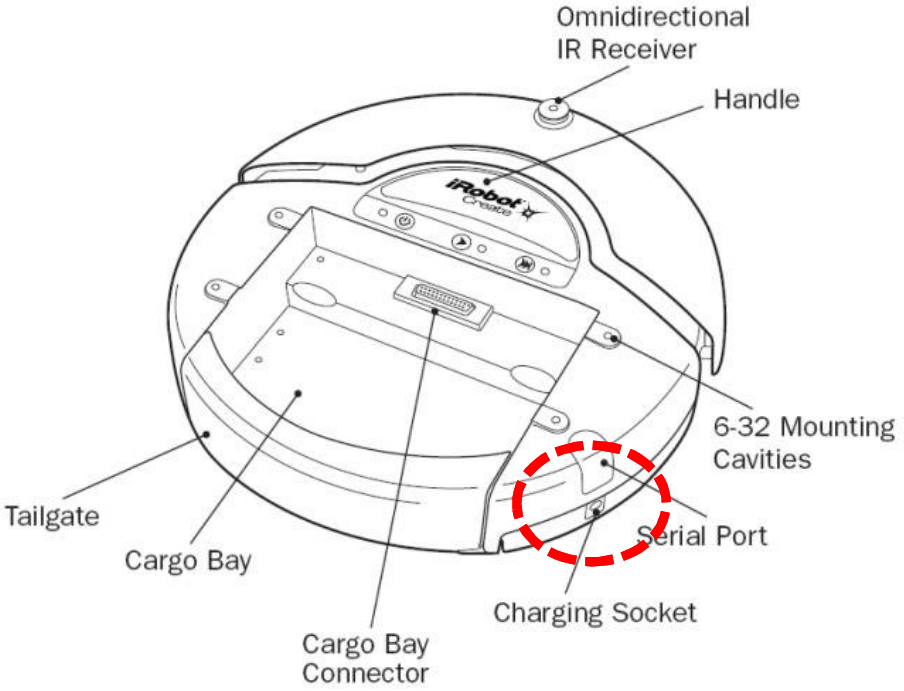
Plugging the charger into the *Create*

Activity

- Use only the *Create* charger provided with your kit.
- The charger plugs into the **Charging Socket** of the *Create*.



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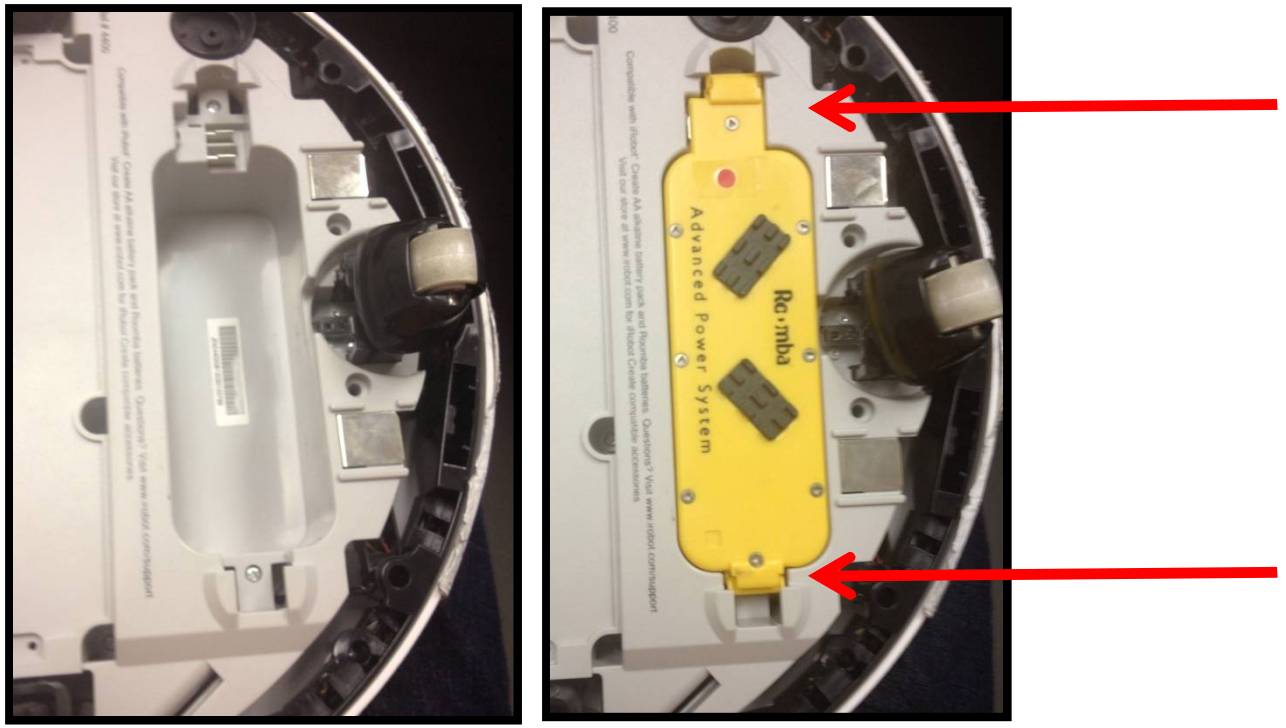
Installing the battery into the *Create*

Activity

- The **yellow battery** snaps into place on the bottom of the *Create*.
- The battery has a **long tab** and a **short tab** that matches the slot in the *Create*.



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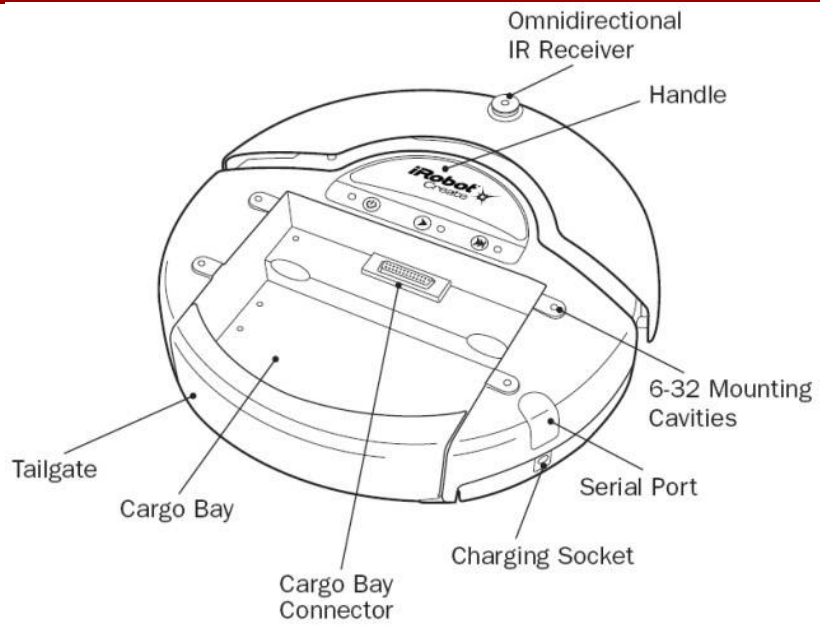
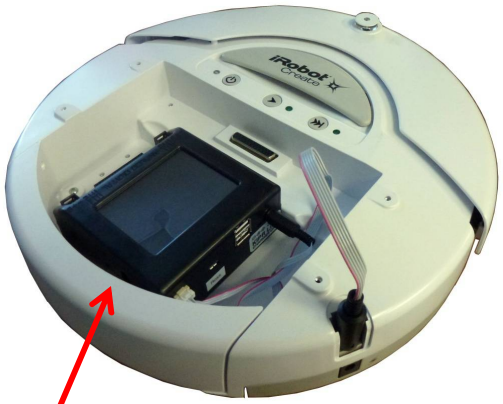
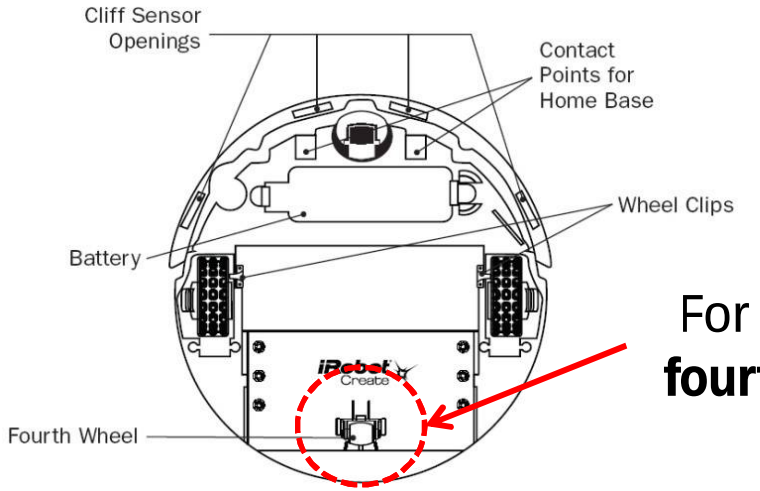
Mounting the Link onto the *Create*

Activity





The **Link** sits in the *Create* cargo bay.



For balance, you will want to attach the **fourth wheel** (it simply snaps into place).

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Botball®

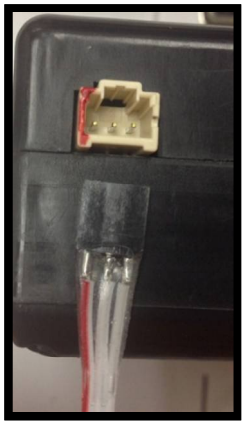
Plugging serial cable into Link

Activity

1

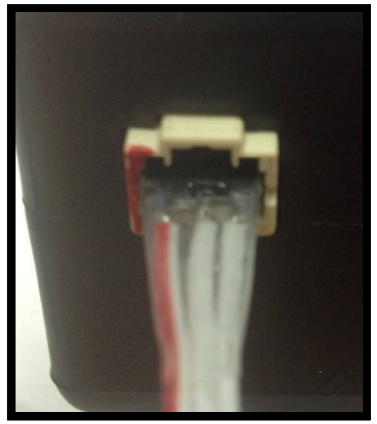
Use the serial cable to plug into the Link Serial plug.

2

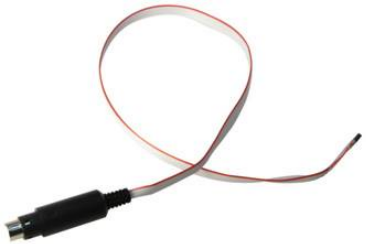


The red lines up.

3



Plugged in correctly.



← Link serial end

Create connector end →

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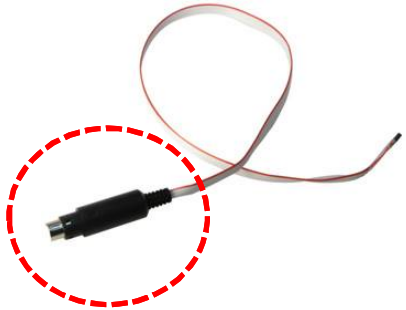
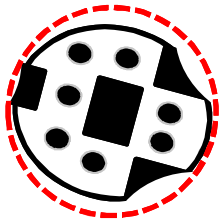
Plugging serial cable into *Create*

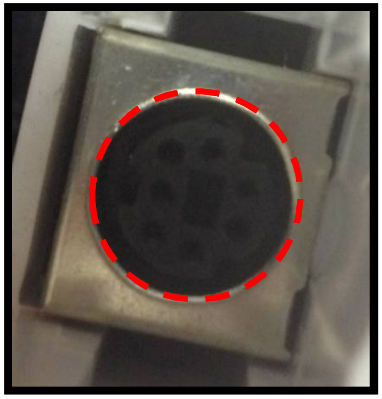
Activity

Use the *Create* connector end of the serial cable to connect the Link to the *Create*.



The plug is keyed, so make sure you line the cable up correctly before plugging it in.





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Create connect/disconnect functions

- We must tell the Link to use the serial cable to send commands to the Create.
- The *Create* must be **powered on** for this to work.

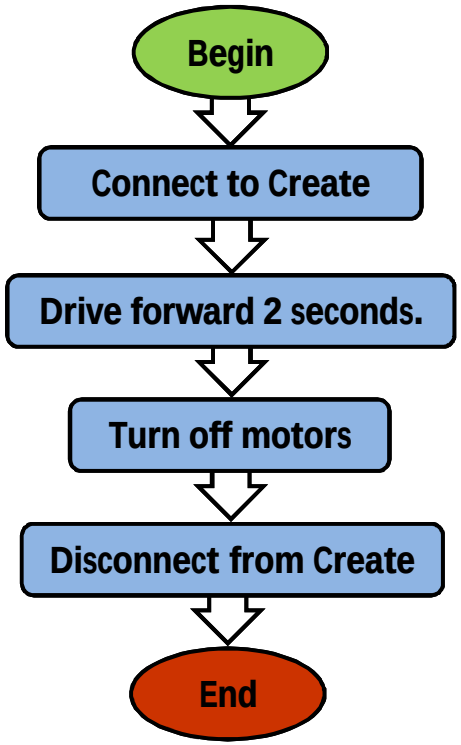
```
create_connect();
// Tells the KIPR Link to connect to
// the serial connection to the Create.

create_disconnect();
// Tells the KIPR Link to disconnect from
// the serial connection to the Create.
```

Note:

All programs used with the *Create* **MUST** *start* with **`create_connect()`** and *end* with **`create_disconnect()`**.

Flowchart



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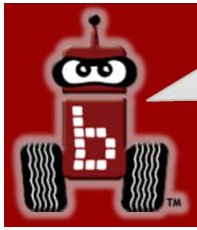

Create motor functions

Note: *Create* commands run until a different motor command is received.

```
create_drive_direct(left speed, right speed);
```

Left Motor Speed
(in mm/second)

Right Motor Speed
(in mm/second)

Examples:

```
create_drive_direct(100, 100);   // Moves forward at 100 mm/sec.

create_drive_direct(-200, 200);  // Create will turn left.

create_drive_direct(150, -150);  // Create will turn right.

create_stop();  // Turns off the Create motors.
```

WARNING: the maximum speed for the *Create* motors is 500 mm/second = 0.5 m/second.
It can jump off a table in *less than one second*!
Use something like 200 for the speed (moderate speed) until teams get the hang of this.

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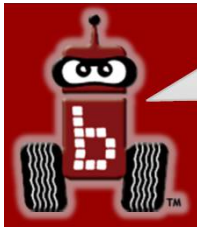

Using *Create* functions

```
int main()
{
  create_connect();
  create_drive_direct(200, 200);
  wait_for_milliseconds(5000);
  create_stop();
  create_disconnect();
  return 0;
}
```

How far will the *Create* drive?

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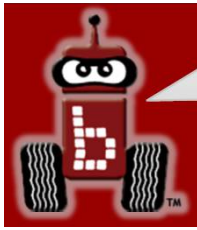

Moving the *Create*

Activity

Description: Write a program for the KIPR Link that drives the *Create* forward at 100 mm/second for four seconds, and then stops.

Analysis: What is the program supposed to do?

Pseudocode

1. Connect to Create.
2. Drive forward at 100 mm/sec.
3. Wait for 4 seconds.
4. Stop motors.
5. Disconnect from Create.
6. End the program.

Comments

```
// 1. Connect to Create.
// 2. Drive forward at 100 mm/sec.
// 3. Wait for 4 seconds.
// 4. Stop motors.
// 5. Disconnect from Create.
// 6. End the program.
```


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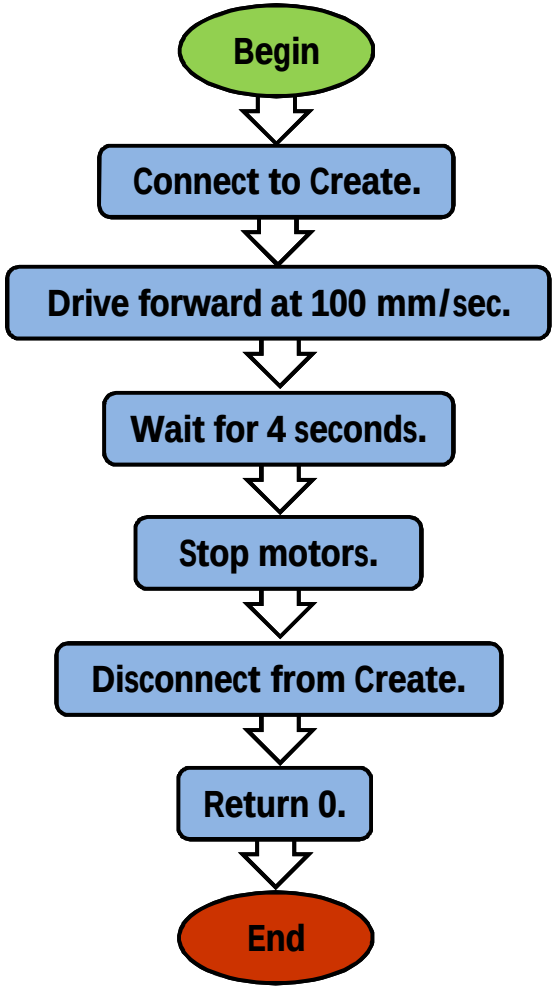
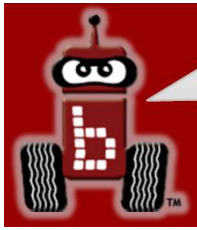
Moving the *Create*

Activity

Analysis:

Flowchart





Moving the *Create*

Activity

Solution:

Psuedocode (Comments)

```
int main()
{
  // 1. Connect to Create.
  // 2. Drive forward at 100 mm/sec.
  // 3. Wait for 4 seconds.
  // 4. Stop motors.
  // 5. Disconnect from Create.
  // 6. End the program.
}
```

Source Code

```
int main()
{
  // 1. Connect to Create.
  create_connect();

  // 2. Drive forward at 100 mm/sec.
  create_drive_direct(100, 100);

  // 3. Wait for 4 seconds.
  wait_for_milliseconds(4000);

  // 4. Stop motors.
  create_stop();

  // 5. Disconnect from Create.
  create_disconnect();

  // 6. End the program.
  return 0;
}
```

Execution: Compile and run your program on the KIPR Link.

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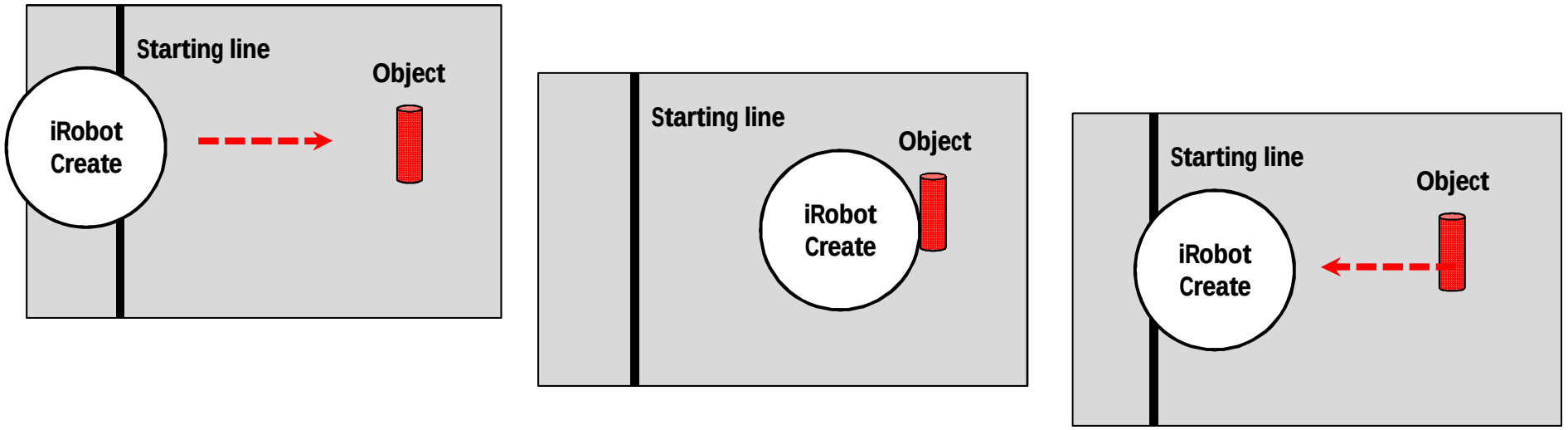
Touch an object and “go home”

Activity

Description: Write a program for the KIPR Link that drives the *Create* forward until it touches an object (or gets as close as it can), and then returns to its starting location (“home”).

- Move the object to various distances.



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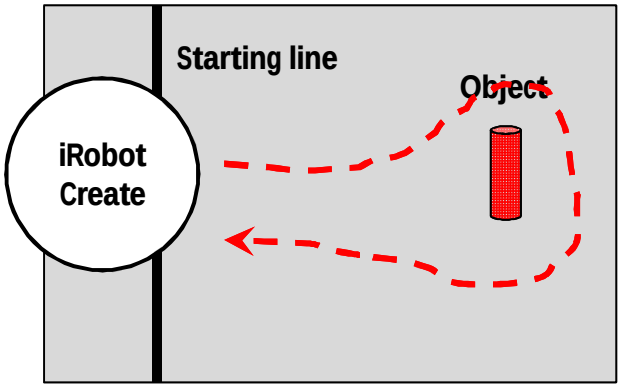
Circle an object and “go home”

Activity

Description: Write a program for the KIPR Link that drives the *Create around* an object, and then returns to its starting location.

- If you touch the object, you must start over.
- The quickest trip is the winner.
- Move the object to various distances.
- Go clockwise and counterclockwise.



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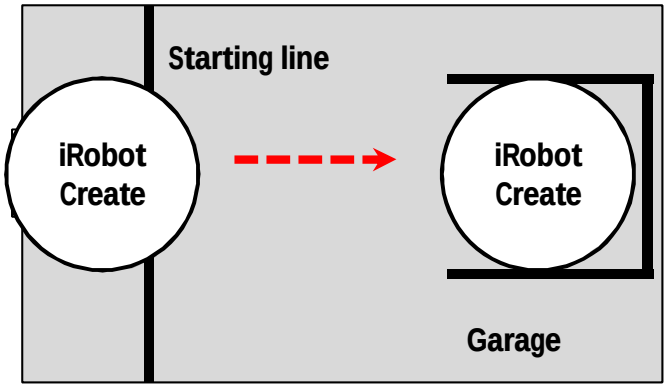
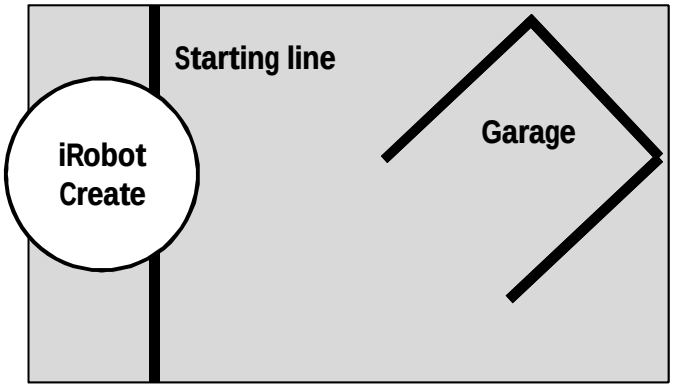
Park in the garage

Activity

Description: Write a program for the KIPR Link that drives the *Create* from the starting line to park in the "garage" (box or tape outlined on the floor).

- Start with the garage straight across from the starting line.
- If you touch the garage, start over from the starting line.
- Vary the size of the garage.
- Move the garage to various distances and orientations.





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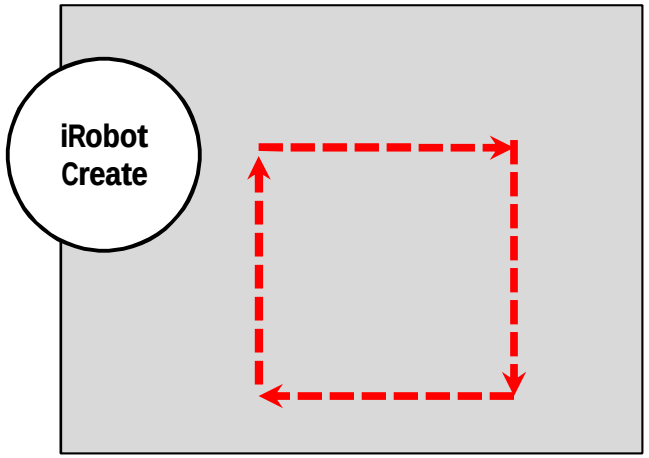
Draw a square

Activity

Description: Write a program for the KIPR Link that drives the *Create* along a path in the shape of a square.

- Start with having the robot make a 90° turn (both directions).
- Then add in forward movements to have the robot drive along a square path (remember the direction your robot is taking).
- Try drawing other regular polygons (pentagons, hexagons, octagons, etc.).
- Try writing your own **functions** and **functions with arguments**.



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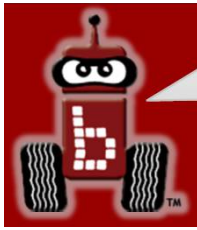
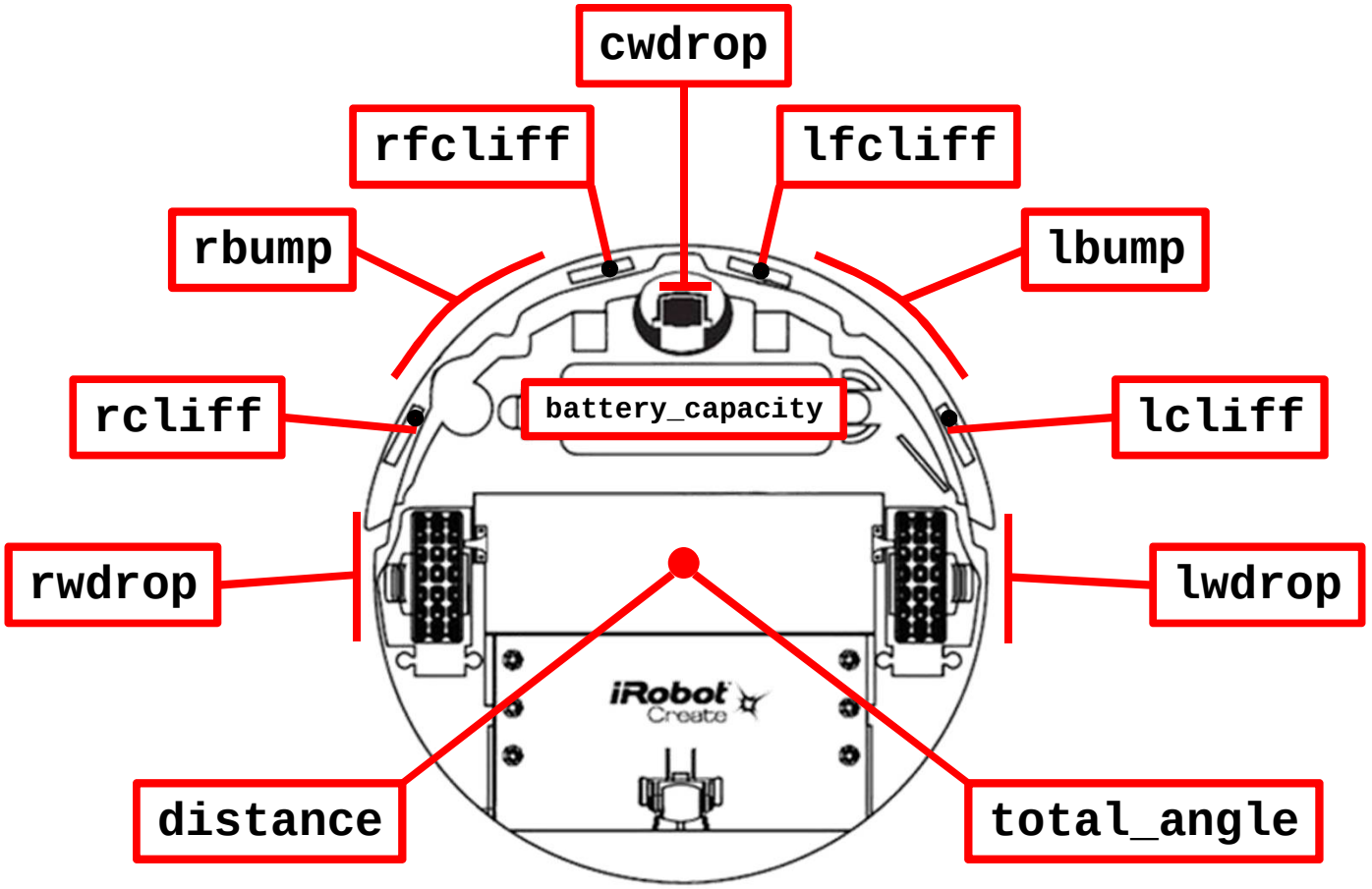


Create sensor functions

Resource

To get *Create* sensor values, type `get_create_`*`sensor`*`()`, replacing *`sensor`* with the name of the sensor



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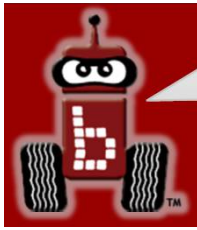

Create sensor functions

```
get_create_lbump()
get_create_rbump()
// Tells us if the Create left/right bumper is pressed.
// Like a digital touch sensor.

get_create_lwdrop()
get_create_rwdrop()
get_create_cwdrop()
// Tells us if the Create left/right/center wheel is dropped.
// Like a digital touch sensor.

get_create_lcliff()
get_create_lfcliff()
get_create_rcliff()
get_create_rfcliff()
// Tells us the Create left/left-front/right/right-front cliff sensor value.
// Like an analog reflectance sensor.

get_create_battery_capacity()
// Tells us the Create battery level (0-100).
```


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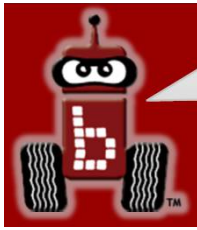

Using *Create* sensor functions

What does this say?

```
int main()
{
  create_connect();
  while (get_create_rbump() != 1)
  {
    create_drive_direct(100, 100);
  }
  create_stop();
  create_disconnect();
  return 0;
}
```


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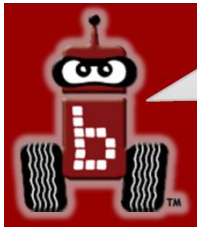

Drive until bumped

Activity

Description: Write a program for the KIPR Link that drives the *Create* forward until a touch sensor is pressed, and then stops.

Analysis: What is the program supposed to do?

Pseudocode

1. Connect to Create.
2. Loop: Is not bumped?
    1. Drive forward.
3. Stop motors.
4. Disconnect from Create.
5. End the program.

Comments

```
// 1. Connect to Create.
// 2. Loop: Is not bumped?
//    2.1. Drive forward.
// 3. Stop motors.
// 4. Disconnect from Create.
// 5. End the program.
```


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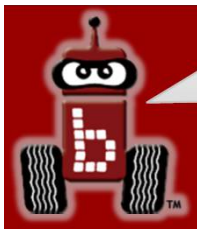
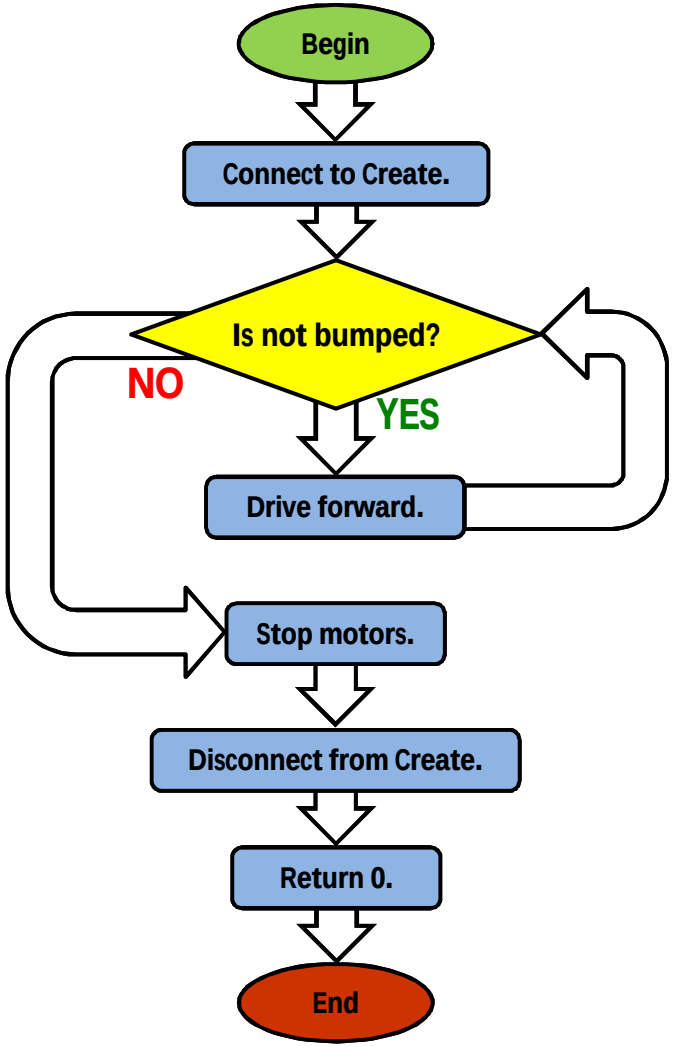


Drive until bumped

Activity

Analysis: Flowchart



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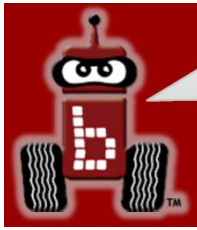

Drive until bumped

Activity

Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Connect to Create.
  // 2. Loop: Is not bumped?
  //    2.1. Drive forward.
  // 3. Stop motors.
  // 4. Disconnect from Create.
  // 5. End the program.
}
```

Source Code

```
int main()
{
  // 1. Connect to Create.
  create_connect();

  // 2. Loop: Is not bumped?
  while (get_create_rbump() != 1)
  {
    // 2.1. Drive forward.
    create_drive_direct(200, 200);
  } // end while

  // 3. Stop motors.
  create_stop();

  // 4. Disconnect from Create.
  create_disconnect();

  // 5. End the program.
  return 0;
} // end main
```


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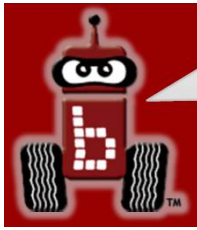

Drive until bumped

Activity

Reflection: What did you notice after you ran the program?

- What happens if the robot goes too fast?
- Could you use **`get_create_lbump`** instead of **`get_create_rbump`**?
- How might you use the other *Create* sensor functions?

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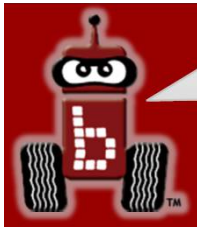

Create distance/angle functions

The *Create* has a built-in sensor that measures the distance traveled (in millimeters) and the angle turned (in degrees).

```
get_create_distance()
// Tells us the distance the Create has traveled in mm.

set_create_distance(0);
// Resets the Create distance traveled to 0 mm.

get_create_total_angle()
// Tells us the total angle the Create has turned in degrees.
// Positive angles are to the left. Negative angles are to the right.

set_create_total_angle(0);
// Resets the Create angle turned to 0 degrees.
```


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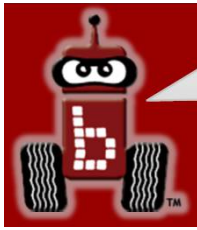

Using *Create* distance functions

What does this say?

```
int main()
{
  create_connect();
  set_create_distance(0);
  while (get_create_distance() < 1000)
  {
    create_drive_direct(200, 200);
  }
  create_stop();
  create_disconnect();
  return 0;
}
```


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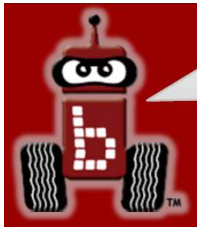

Using *Create* angle functions

What does this say?

```
int main()
{
  create_connect();
  set_create_total_angle(0);
  while (get_create_total_angle() < 90)
  {
    create_drive_direct(-200, 200);
  }
  create_stop();
  create_disconnect();
  return 0;
}
```


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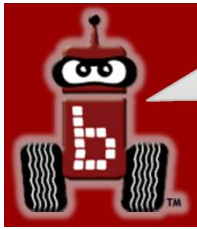

Using *Create* angle functions

Positive angles are to the ***left***.

```
int main()
{
  create_connect();
  set_create_total_angle(0);
  while (get_create_total_angle() < 90)
  {
    create_drive_direct(-200, 200);
  }
  create_stop();
  create_disconnect();
  return 0;
}
```


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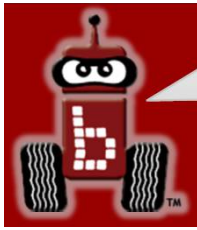

Using *Create* angle functions

Negative angles are to the ***right***.

```
int main()
{
  create_connect();
  set_create_total_angle(0);
  while (get_create_total_angle() > -90)
  {
    create_drive_direct(200, -200);
  }
  create_stop();
  create_disconnect();
  return 0;
}
```

Notice:
the signs changed!

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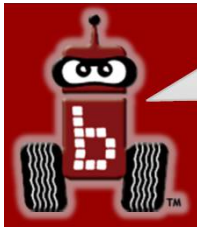

Drive a specific distance and angle

Activity

Description: Write a program for the KIPR Link that drives the *Create* forward for 1 meter, then turns right 90-degrees, and then stops.

Analysis: What is the program supposed to do?

Pseudocode

1. Connect to Create.
2. Reset *Create* distance.
3. Loop: Is distance < 1000?
    1. Drive forward.
4. Stop motors.
5. Reset *Create* total angle.
6. Loop: Is total angle > -90?
    1. Turn right.
7. Stop motors.
8. Disconnect from Create.
9. End the program.

Comments

```
// 1. Connect to Create.
// 2. Reset Create distance.
// 3. Loop: Is distance < 1000?
//    3.1. Drive forward.
// 4. Stop motors.
// 5. Reset Create total angle
// 6. Loop: Is total angle > -90?
//    6.1. Turn right.
// 7. Stop motors.
// 8. Disconnect from Create.
// 9. End the program.
```


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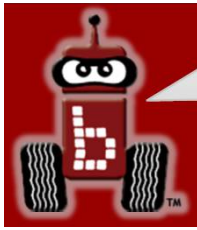


Drive a specific distance and angle

Activity

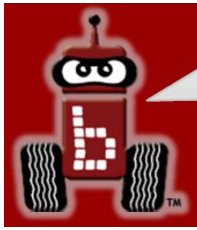
Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Connect to Create.
  // 2. Reset Create distance.
  // 3. Loop: Is distance < 1000?
  //    3.1. Drive forward.
  // 4. Stop motors.
  // 5. Reset Create total angle
  // 6. Loop: Is total angle > -90?
  //    6.1. Turn right.
  // 7. Stop motors.
  // 8. Disconnect from Create.
  // 9. End the program.
}
```

Source Code

```
int main()
{
  // 1. Connect to Create.
  create_connect();

  // 2. Reset Create distance.
  set_create_distance(0);

  // 3. Loop: Is distance < 1000?
  while (get_create_distance() < 1000)
  {
    //  3.1. Drive forward.
    create_drive_direct(200, 200);
  }

  // 4. Stop motors.
  create_stop();

  // 5. Reset Create total angle
  set_create_total_angle(0);

  // 6. Loop: Is total angle > -90?
  while (get_create_total_angle() > -90)
  {
    // 6.1. Turn right.
    create_drive_direct(200, -200);
  }

  // 7. Stop motors.
  create_stop();

  // 8. Disconnect from Create.
  create_disconnect();

  // 9. End the program.
  return 0;
} // end main
```



Drive a specific distance and angle

Activity

Reflection: What did you notice after you ran the program?

- Did the robot go exactly 1 meter?
- Did the robot turn exactly 90-degrees to the right?
- How could you modify your program to drive to the left? Or in reverse?

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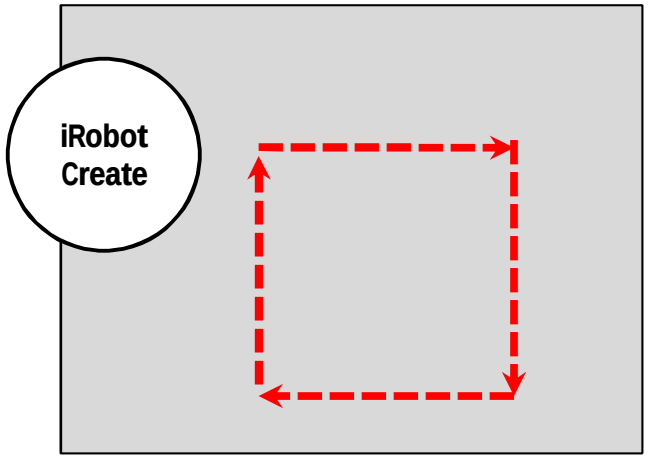
Draw a square using distance/angle

Activity

Description: Write a program for the KIPR Link that drives the *Create* along a path in the shape of a square *using distance/angle functions*.

- **Hint:** Repeat the steps in the previous activity four times.
- Try using a `while` loop to repeat the steps in the previous activity four times.
- Try writing your own **functions** to make the program easier to read and modify.
- Try writing your own **functions with arguments** to make the *Create* drive any distance and angle you want it to. **This would be very useful!**



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Motor position counter

Motor position counter functions

Ticks and revolutions

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Motor position counter

The *Create* has a built-in sensor that measures the distance traveled.
Each motor used by the DemoBot has a built-in motor position counter!

Motor Port #
(#0 – 3)

```
get_motor_position_counter(3)        — OR —        gmpc(3)
// Tells us the number of ticks the motor on port #3 has rotated.
// Note: "gmpc" is shorthand for "get_motor_position_counter".
```

Motor Port #
(#0 – 3)

```
clear_motor_position_counter(3);     — OR —        cmpc(3);
// Resets the tick counter to 0 for the motor on port #3.
```

- The motor position is measured in "**ticks**".
- Botball motors have **~850 ticks per *revolution***.
- Use **wheel circumference divided by 850** to calculate distance!

Similar to how a clock is divided into 60-second intervals (ticks).

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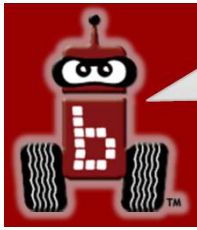
Botball®



Using motor position counter functions

How many *revolutions* will the motor rotate?

```
int main()
{
  clear_motor_position_counter(3);
  while (get_motor_position_counter(3) < 850)
  {
    motor(3, 50);
  }
  ao();
  return 0;
}
```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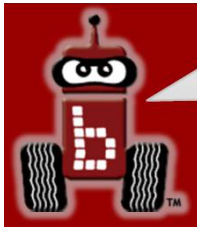

Drive a specific number of revolutions

Activity

Description: Write a program for the KIPR Link that drives the DemoBot forward for 10 *motor revolutions*, and then stops.

Analysis: What is the program supposed to do?

Pseudocode

1. Reset motor position counters.
2. Loop: Is counter < 8500?
    1. Drive forward.
3. Stop motors.
4. End the program.

Why 8500?

Comments

```
// 1. Reset motor position counters.
// 2. Loop: Is counter < 8500?
//    2.1. Drive forward.
// 3. Stop motors.
// 4. End the program.
```


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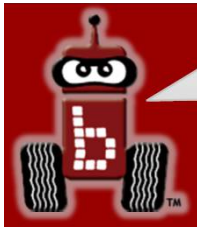


Drive a specific number of revolutions

Activity

Solution:

Pseudocode (Comments)

```
int main()
{
  // 1. Reset motor position counters.
  // 2. Loop: Is counter < 8500?
  //    2.1. Drive forward.
  // 3. Stop motors.
  // 4. End the program.
}
```

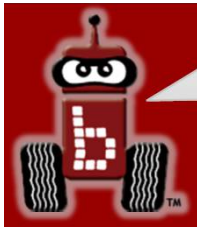
Source Code

```
int main()
{
  // 1. Reset motor position counters.
  clear_motor_position_counter(0);
  clear_motor_position_counter(3);

  // 2. Loop: Is counter < 8500?
  if (get_motor_position_counter(0) < 8500)
  {
    // 2.1. Drive forward.
    motor(0, 100);
    motor(3, 100);
  }

  // 3. Stop motors.
  ao();

  // 4. End the program.
  return 0;
} // end main
```



Drive a specific number of revolutions

Activity

Reflection: What did you notice after you ran the program?

- How far did the robot travel? Was it always the same?
- How could you calculate an exact distance in millimeters to travel? (**Hint:** Use **wheel circumference divided by 850** to calculate distance!)
- How could you modify your program to travel a specific distance in millimeters? (**Hint:** Consider writing a function with an argument for the distance.)
- How could you modify your program to accurately turn left or right?

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Resources and Support

Team Home Base

Remind, YAC, Community, PYR, and social media

T-shirts and awards

What to do after the workshop

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Botball Team Home Base

Found at http://homebase.kipr.org

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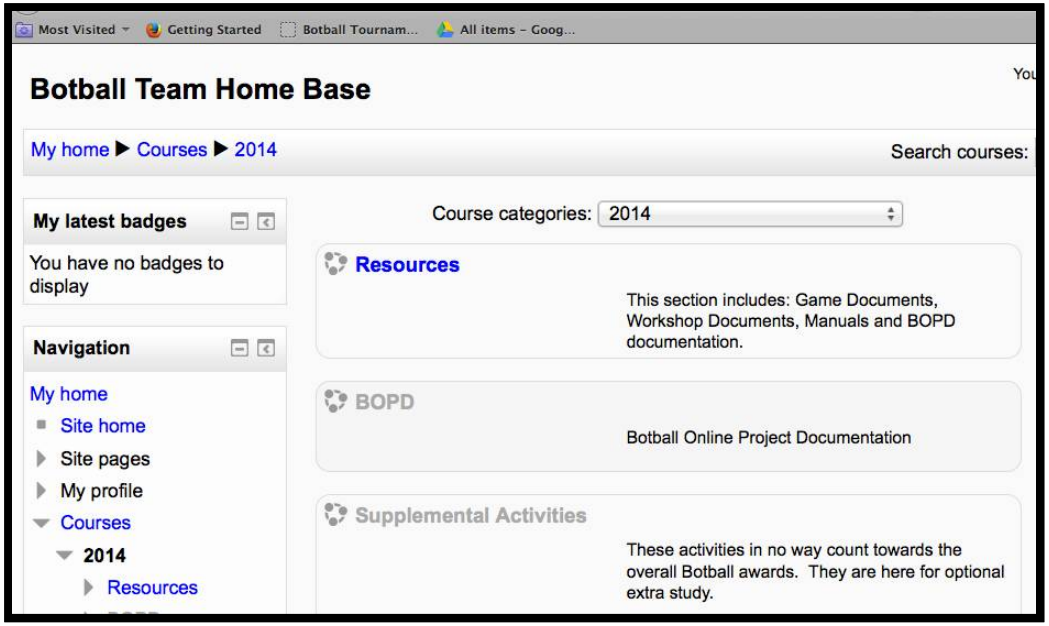
Botball Team Home Base

KIPR Support

- **E-mail:** support@kipr.org
- **Phone:** 405-579-4609
- **Hours:** M-F, 8:30am-5:00pm CT



Forum and FAQ

- **Site:** http://homebase.kipr.org
- **Content:**
  - Documentation Manual and Examples
  - Presentation Rubric & Example Presentation
  - DemoBot Build Instructions & Parts List
  - Controller Getting Started Manual
  - Construction Examples
  - Hints for New Teams
  - Sensor & Motor Manual
  - Game Table Construction Documents
  - All 2015 Game Documents

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Botball Remind

https://www.remind.com/join

Botball General: @bot15

- Florida: @bbfl15
- Greater Chicago: @bbgc15
- Greater DC: @bbgdc15
- Greater Los Angeles: @bbla15
- Greater San Diego: @bbsd15
- Greater St. Louis: @bbgsl15
- Hawaii: @bbhi15
- New England: @bbne15
- New Mexico: @bbnm15
- New York/New Jersey: @bbny15
- Northern California: @bbnca15
- Oklahoma: @bbok15
- Texas: @bbtx15

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Botball Youth Advisory Council (YAC)

- We are a group of current and former Botballers who form Botball's student government.

- We work on many projects (e.g. blogs, forums, live-streaming), with one simple mission: keep making Botball better!

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Botball Community

Botball® Community

http://community.botball.org

- The Community is a social network for current and former Botball participants to meet and hang out, discuss Botball and robotics technology in general, or just have a good time.

- Contains a safe and user-friendly chat-room, the Botballer's Chat, for getting immediate help to technical problems, or just hanging out with fellow Botballers around the world.

- Discuss Botball, technology, and everything else during and after the Botball season.

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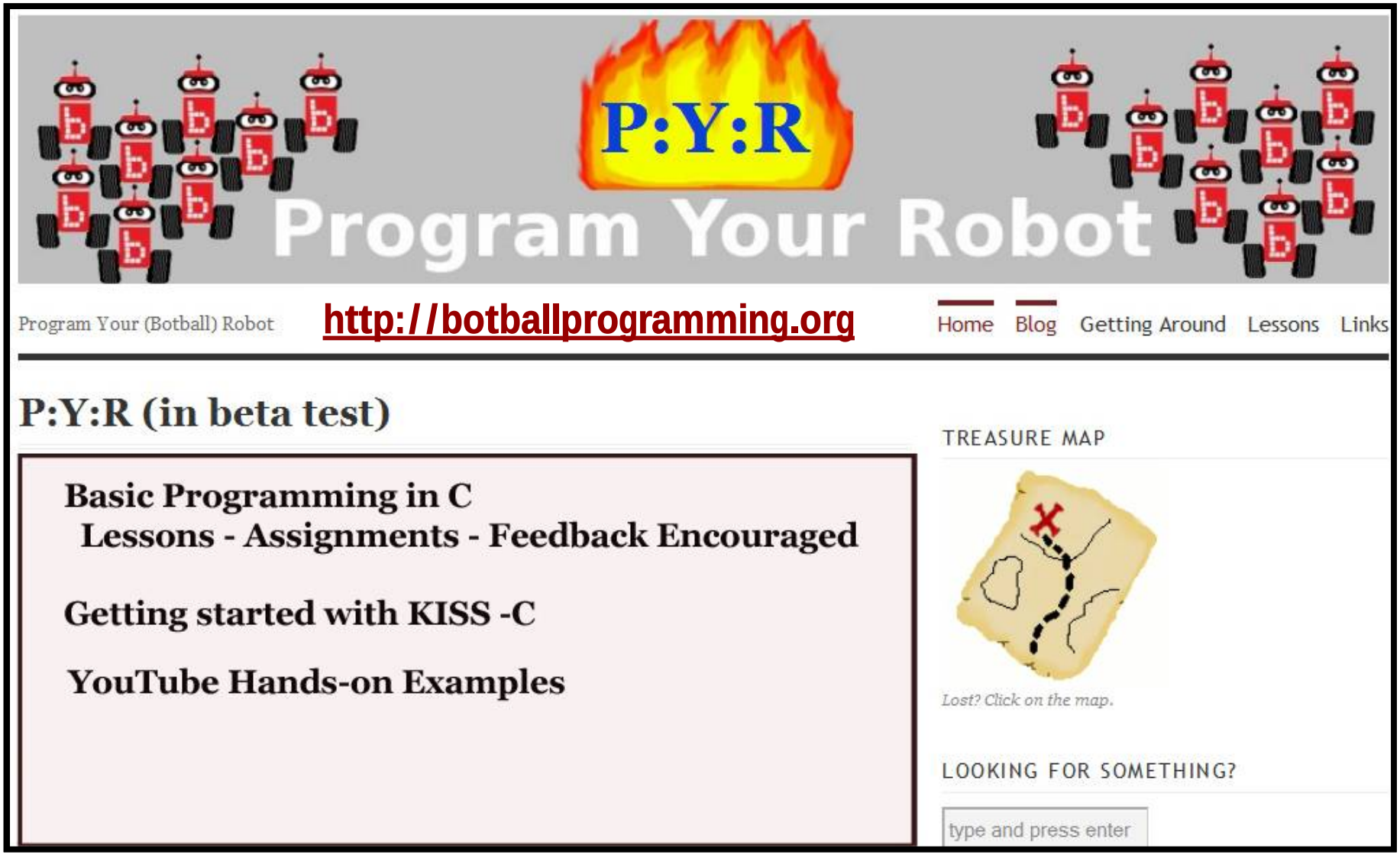
Program Your Robot (PYR)



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Social media

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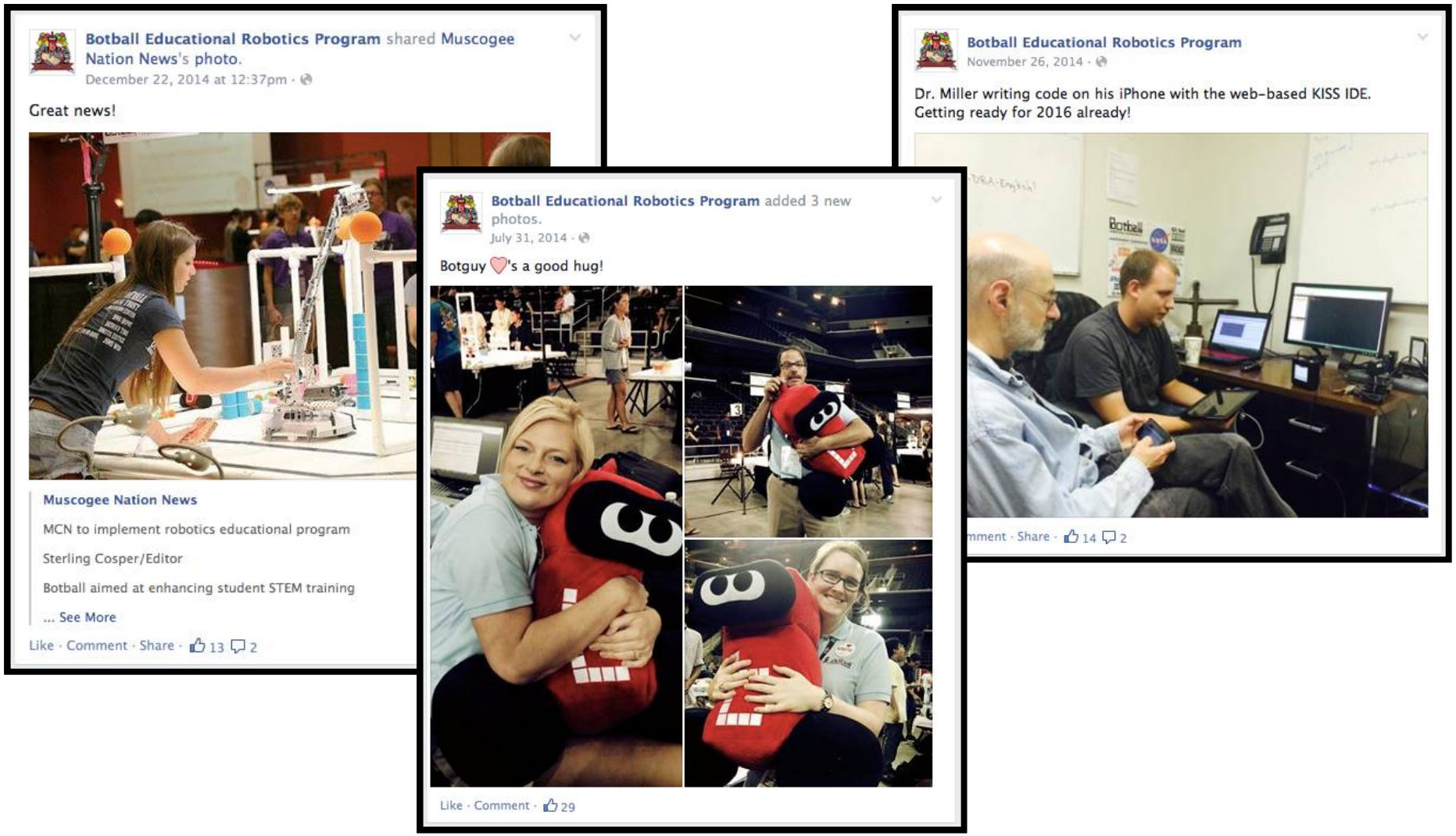
Botball®

Social media



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Botball T-shirts

Team pre-order: $7

—VS —

At tournament: $10

FRONT

BACK

Notes:

- T-shirts are not provided.
- One pre-order per team.
- Pre-orders can be modified up to 1 week prior to tournament.

http://www.botball.org/shirts

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Tournament awards

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Tournament awards

There are a lot of opportunities for teams to win awards!

- Tournament Awards
  - Outstanding Documentation
  - Seeding Rounds
  - Double Elimination
  - Overall (includes Documentation, Seeding, and Double Elimination)

- Judges' Choice Awards (# of awards depends on # of teams)
  - KISS Award
  - Spirit of Botball
  - Outstanding Engineering
  - Outstanding Software
  - Spirit
  - Outstanding Design/Strategy/Teamwork

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What to do after the workshop

1. Recruit team members.

If you haven't already recruited team members you can use the game video from the workshop to show to interested students.

2. Hit the ground running.

- Do not wait to get started—time is of the essence!
- You only have a limited build time before the tournament.
- The workshop will still be fresh in your mind if you start now.
- Plan on meeting sometime during the **first week** after the workshop.

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What to do after the workshop

3. Plan out the season.

- Students will not inherently know how to mange their time. Let's face it—it is difficult for many adults!
- Mark a calendar or make a Gannt chart with important dates:
  - 1st online documentation submission due
  - 2nd online documentation submission due
  - 3rd online documentation submission due
  - Tournament date
- Set dates and schedules for team meetings.
- Plan on meeting a **minimum** of 4 hours per week.

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What to do after the workshop

4. Build the game board.

- If you can't build the *full* game board, you can build ½ of the board.
- You could tape the outline of the board onto a floor if you have the right type of flooring.

5. Organize your Botball kit.

- Organized parts can lead to faster and easier construction of robots.

6. Understand the game.

- Go over this with your students on the **first meeting** after the workshop.

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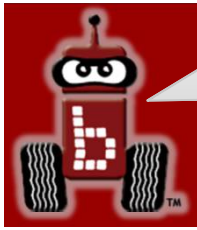

Thanks and have a great season!

```
}  // end workshop
```

Please take our survey to give feedback about the workshop:

https://www.surveymonkey.com/s/Botball_workshop8RHYLG6

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