

```
totalWait = firstStop;
```

```
void stop()
```

```
{turn = lookToOneSide;
```

```
servoTurn = wait for the servo to be finished turning;
```

```
if (0) do
```

```
{totalWait;
```

```
the other way;
```

```
if (0) = look to another side;
```

```
servoTurn = wait for the servo to be finished turning;
```

```
if (0) do
```

```
{totalWait;
```

```
as which is the better way;
```

```
do {then
```

```
bodyTurn;
```

```
bodyTurn;
```

```
turn;
```

```
if (low < 1) low = 1; high = 4;
```

```
turn = servo; totalWait;
```

```
turn;
```

```
if (low < 1) low = 1; high = 4;
```

```
turn = servo; totalWait;
```



Занятие по робототехнике:

Аппаратная и программная отладка модели робота «Движение по линии»

totalWait = firstStop;

void wait;

turn - look to one side

servoTurn - wait for the servo to be finished turning

50; do

totalWait;

the other way:

turn - look to another side

servoTurn - wait for the servo to be finished turning

50; do

totalWait;

as which is the better way:

do then

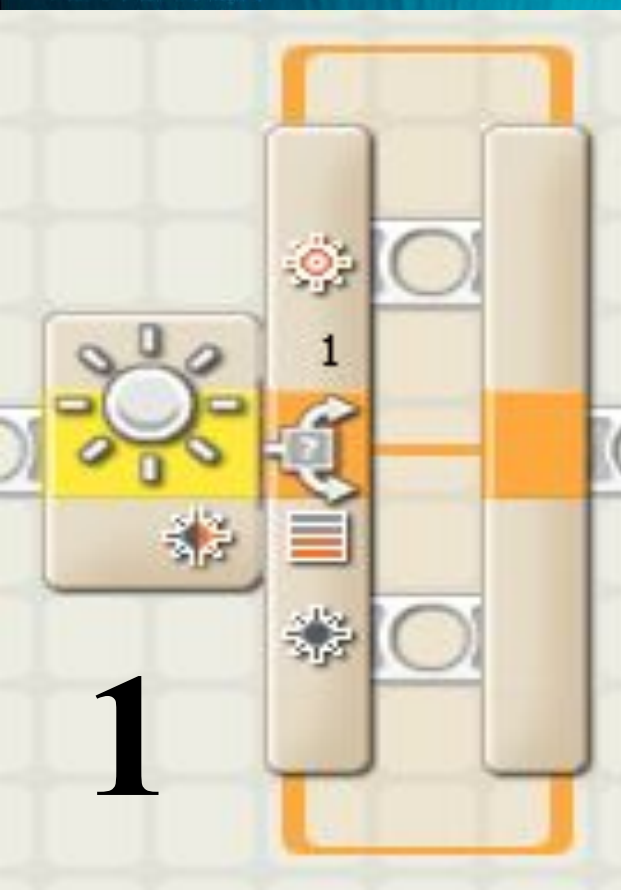
body; done

end; end;

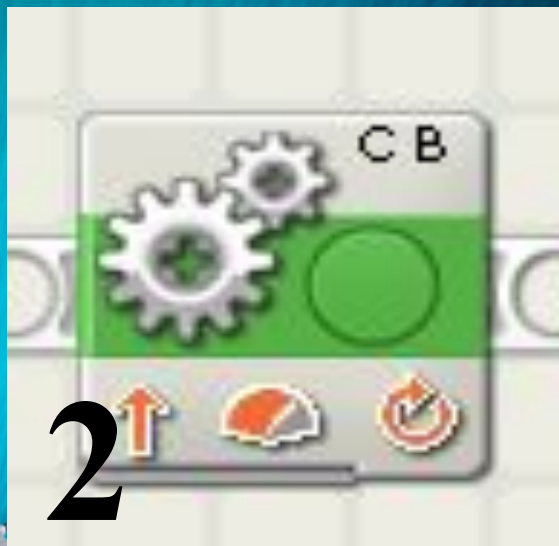
Переключатель

turn;

low 5; low 7; high 4



Движение



Цикл




```
totalWait = firstStep
```

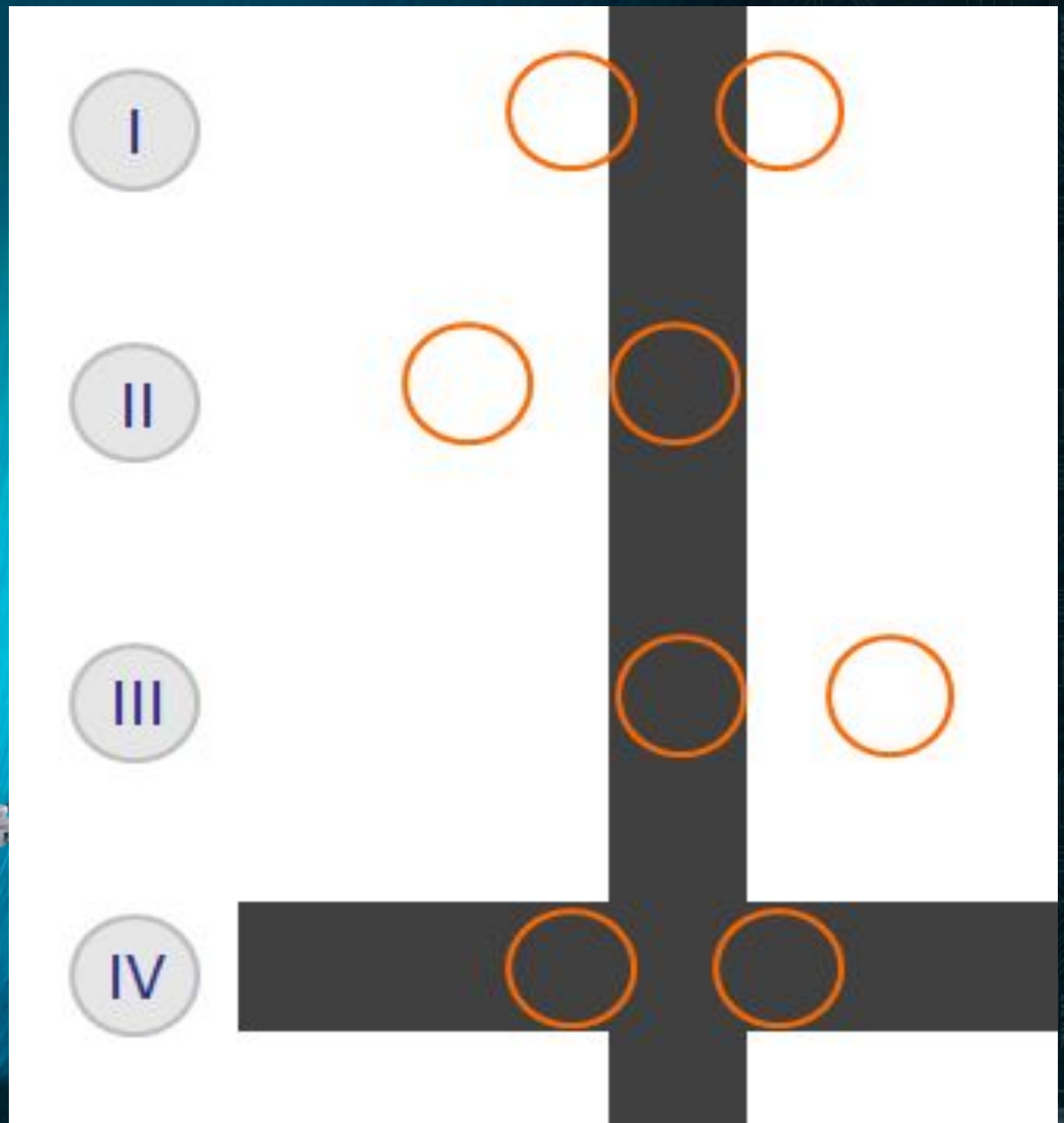
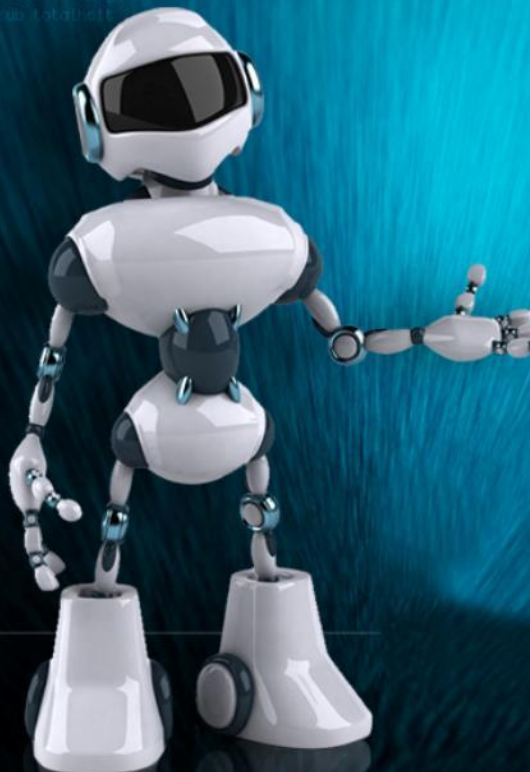
```
void loop() {  
  turn = lookToOneSide;  
  servoTurn = wait for the servo to be finished turning  
  & 90; deg;  
  totalWait =
```

```
the other way;  
  servoTurn = look to another side  
  servoTurn = wait for the servo to be finished turning  
  & 90; deg;  
  totalWait =
```

```
do which is the better way;  
  do them  
  bodyLightOn  
  bodyLightOff
```

```
turns  
  & low 0 & low 7 & high 4  
  turn & servo totalWait
```

```
turns  
  & low 0 & low 7 & high 7  
  turn & servo totalWait
```



```
totalWait = firstStop;
```

```
void stop()
```

```
{turn = look to one side;
```

```
servoTurn = wait for the servo to be finished turning
```

```
& 90 deg
```

```
totalWait++;
```

```
the other way:
```

```
stop = look to another side;
```

```
servoTurn = wait for the servo to be finished turning
```

```
& 90 deg
```

```
totalWait++;
```

```
so which is the better way:
```

```
do them
```

```
bodyTurn;
```

```
bodyTurn;
```

```
turn;
```

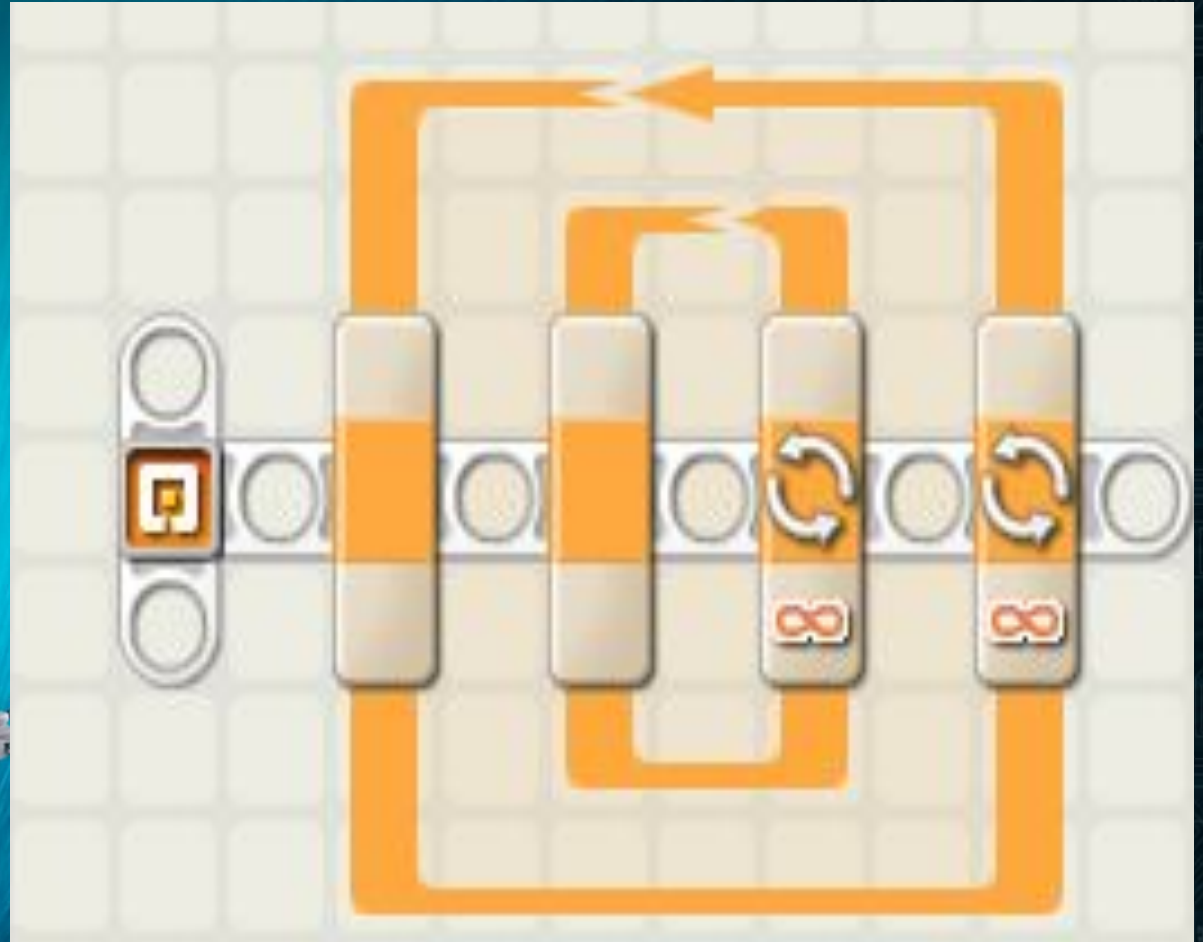
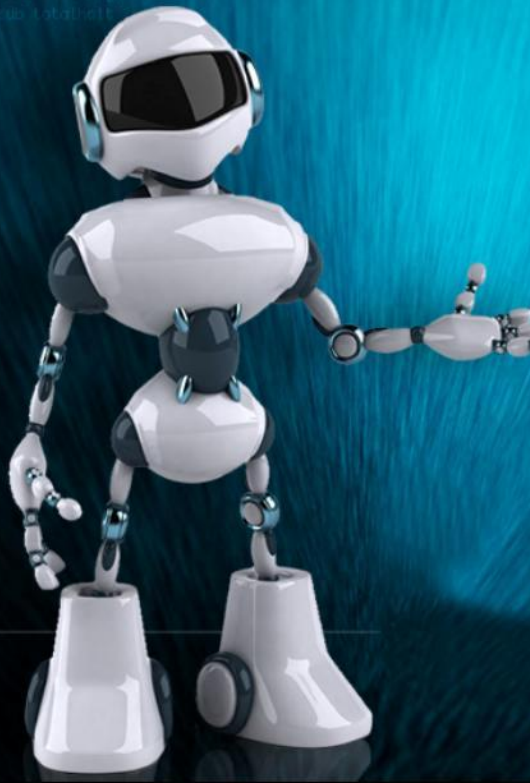
```
& low 0 & low 7 & high 4
```

```
turn = servo totalWait;
```

```
turn;
```

```
& low 0 & low 7 & high 7
```

```
turn = servo totalWait;
```



```
totalWait = firstWait;
```

```
void loop()
```

```
{turn = look to one side;
```

```
servo.turn(); wait for the servo to be finished turning
```

```
& 90 deg
```

```
totalWait;
```

```
the other way:
```

```
turn = look to another side;
```

```
servo.turn(); wait for the servo to be finished turning
```

```
& 90 deg
```

```
totalWait;
```

```
so which is the better way:
```

```
do then
```

```
bodyLightOn
```

```
bodyLightOff
```

```
turn;
```

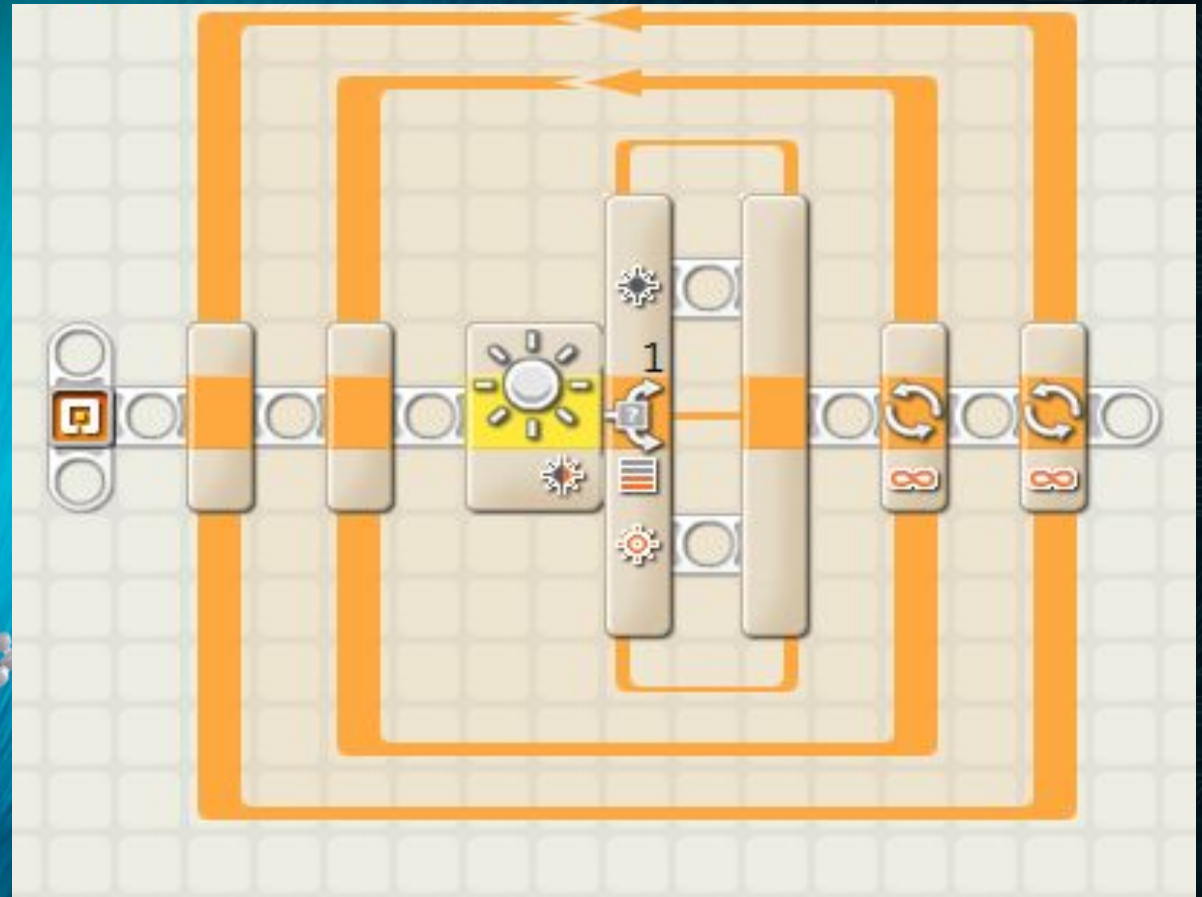
```
if low < 1 low 7 & high 4
```

```
turn = servo; totalWait;
```

```
turn;
```

```
if low < 1 low 90 & high 7
```

```
turn = servo; totalWait;
```



totalWait = firstStop;

void stop;

turn = look to one side

servoTurn = wait for the servo to be finished turning

& 0; 0;

totalWait;

the other way:

stop = look to another side

servoTurn = wait for the servo to be finished turning

& 0; 0;

totalWait;

so which is the better way:

all then

bodyTurn

bodyTurn

turn;

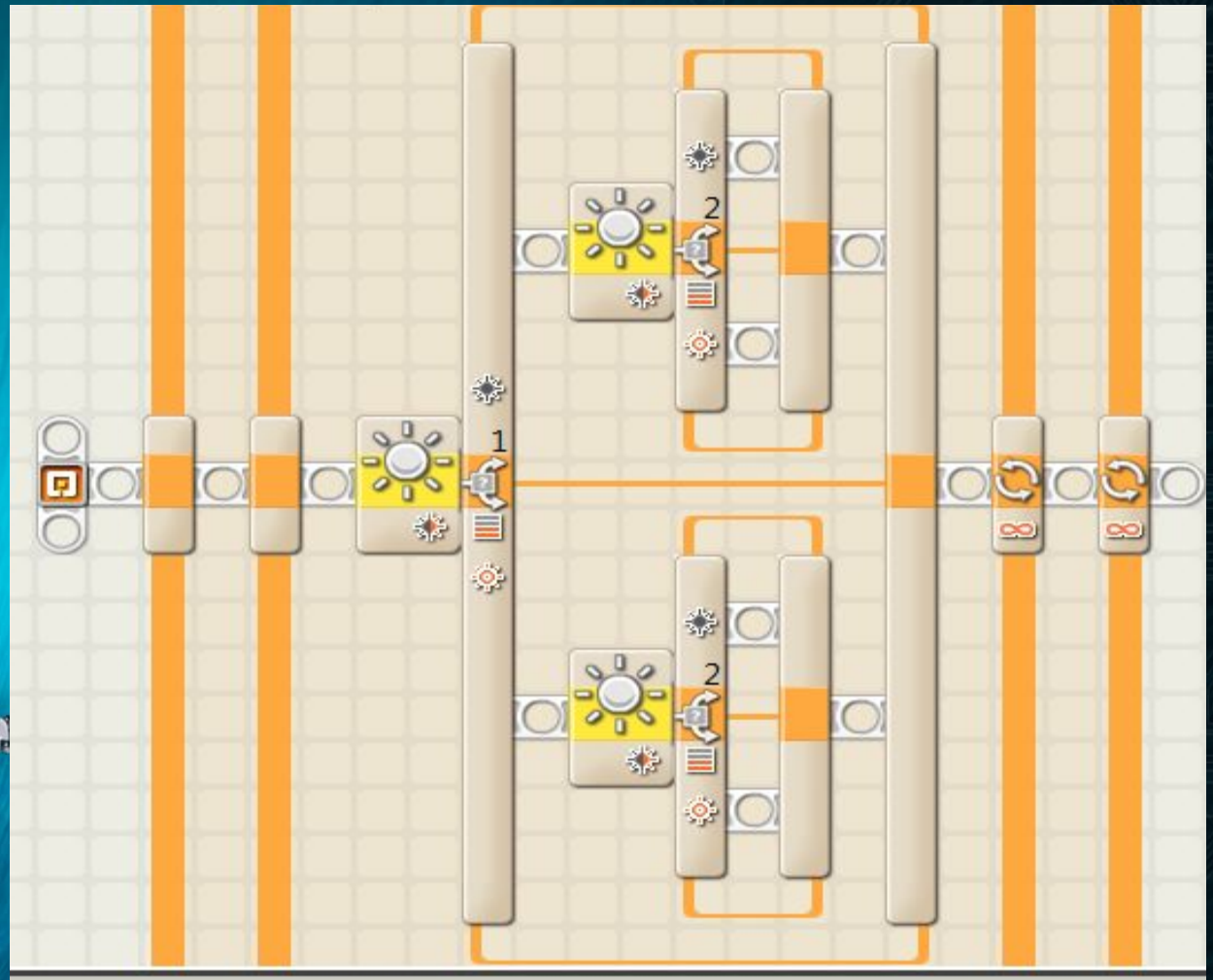
low 0; low 1; high 4

turn = servo totalWait

turn;

low 0; low 1; high 4

turn = servo totalWait



totalWait = firstStop;

void loop()

{turn = look to one side

servo.turn(); wait for the servo to be finished turning

& 90 deg

totalWait++

the other way:

turn = look to another side

servo.turn(); wait for the servo to be finished turning

& 90 deg

totalWait++

so which is the better way:

all then

bodyTurn()

bodyTurn()

turns

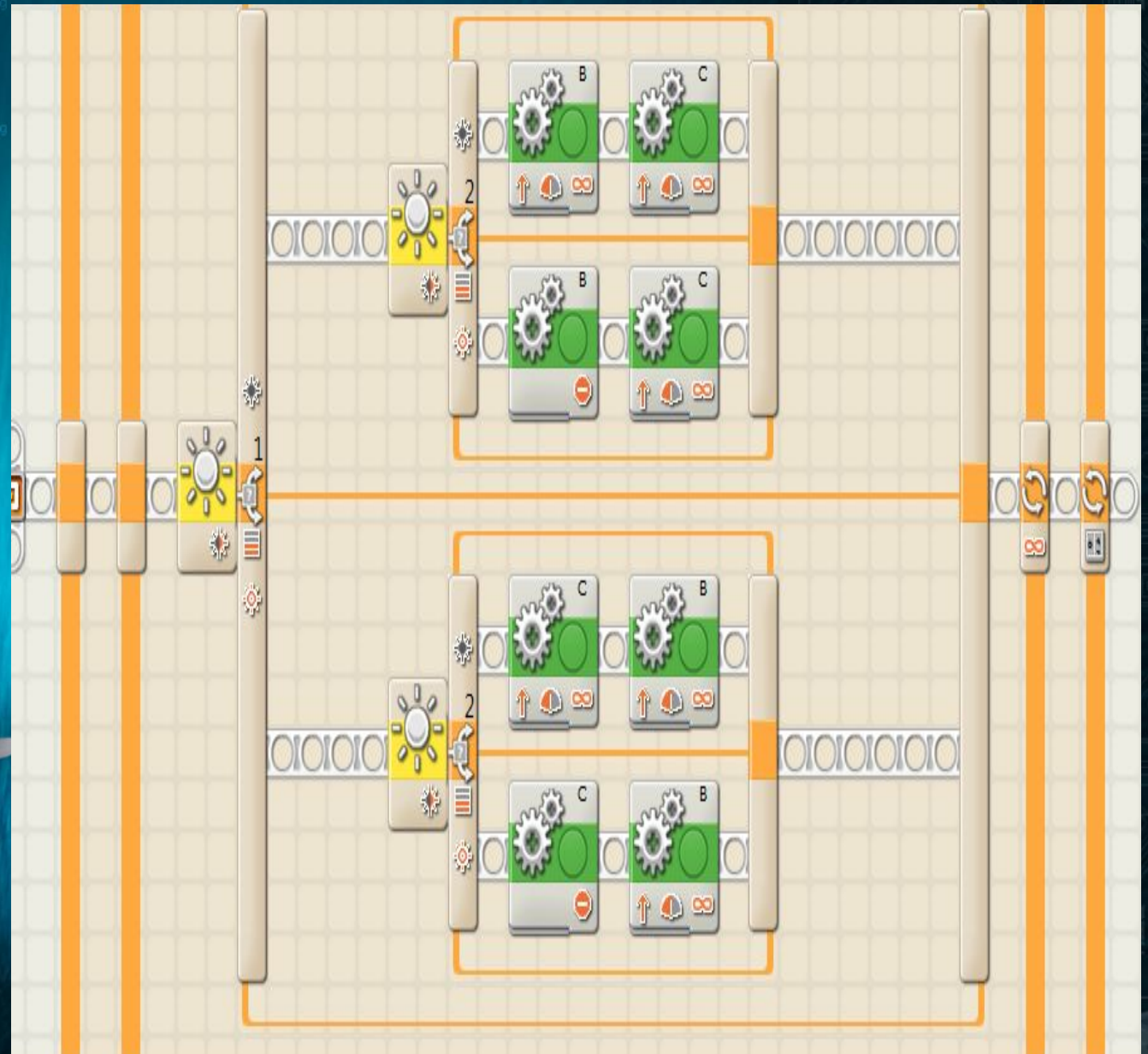
1: low 0 2: low 7 3: high 4

turn = servo totalWait

turn

1: low 0 2: low 7 3: high 7

turn = servo totalWait



Загружаем программу

```
totalWait = firstStop!  
  
defn stop1  
  turn1 "look to one side"  
  servoTurn "wait for the servo to be finished turning"  
  @ 0.04  
  totalWait!
```

```
the other way:  
stop2 "look to another side"  
servoTurn "wait for the servo to be finished turning"  
@ 0.04  
totalWait!
```

```
as which is the better way:  
def stop  
  body turn  
  body servoTurn
```

```
turns  
  low 0 1 low 2 1 high 4  
turn 1 servo totalWait!
```

```
turn2  
  low 0 1 low 3 1 high 2  
turn 1 servo totalWait!
```




```
totalWait = firstWait;
```

```
void loop() {  
  turn = lookToOneSide;  
  servoTurn = wait for the servo to be finished turning  
  & 90; deg;  
  totalWait =
```

```
the other way:  
  servoTurn = look to another side  
  servoTurn = wait for the servo to be finished turning  
  & 90; deg;  
  totalWait =
```

```
do which is the better way:  
  do { then  
    body; if again
```

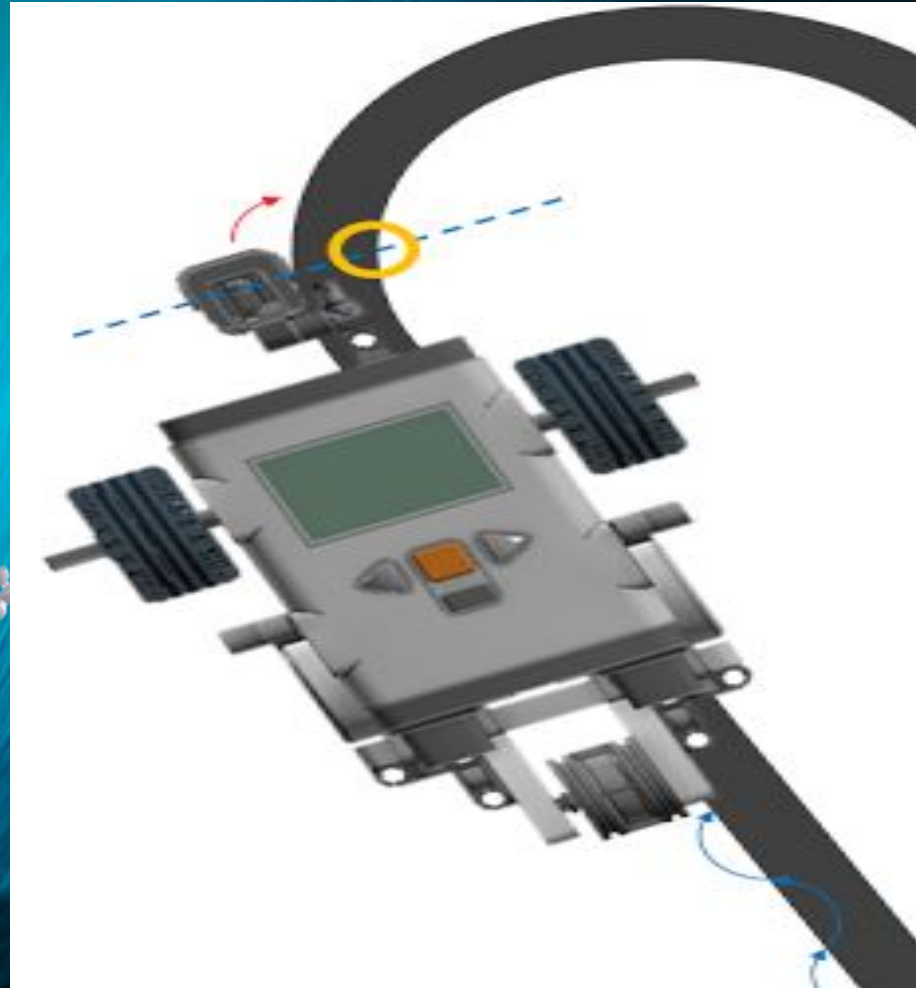
```
body; } while;
```

```
turns  
  & low 0 & low 7 & high 4  
  turn = servo; totalWait =
```

```
turns  
  & low 0 & low 7 & high 7  
  turn = servo; totalWait =
```



Тестирование



```
totalWait = firstWait
```

```
void stop()
```

```
turn() look to one side
```

```
servoTurn() wait for the servo to be finished turning  
50, 0;
```

```
totalWait;
```

```
the other way:
```

```
stop() look to another side
```

```
servoTurn() wait for the servo to be finished turning  
50, 0;
```

```
totalWait;
```

```
as which is the better way:
```

```
do them
```

```
bodyLight;
```

```
bodyLight;
```

```
turn;
```

```
turn() look to one side
```

```
turn() look to another side
```

```
turn;
```

```
turn() look to one side
```

```
turn() look to another side
```



Спасибо за

продуктивную работу!!!