EV3



POBOTOTEXHAR

Правила

1. Соблюдаем тишину, когда преподаватель говорит!

2. Непонятно – спроси!

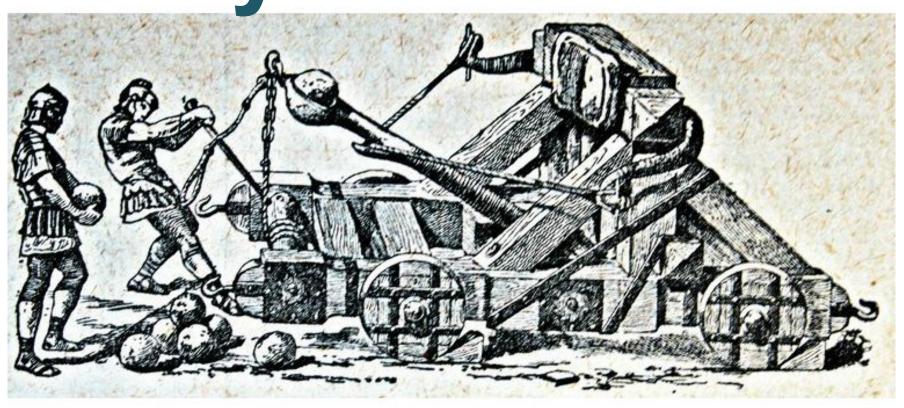
3. Наборы не смешивать, все складывать на место!

История





Пусковая установка







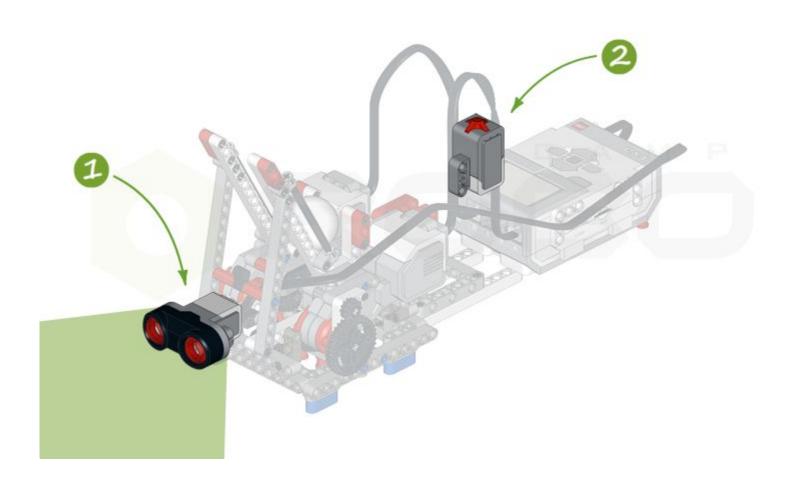


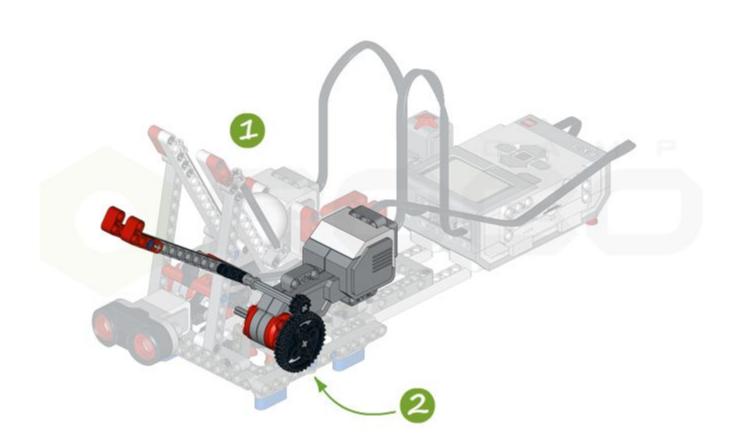


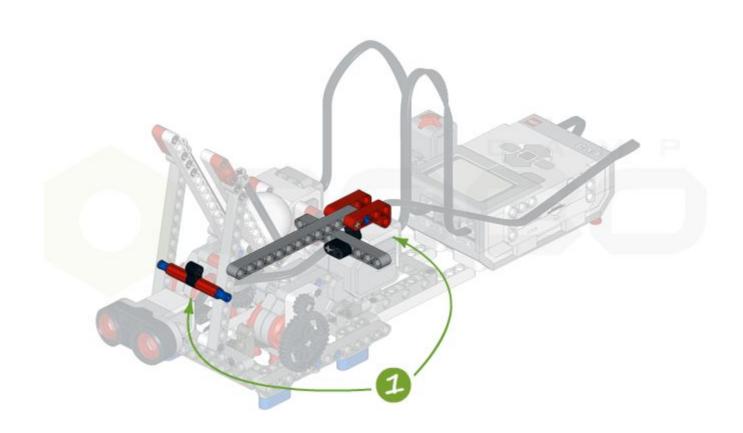


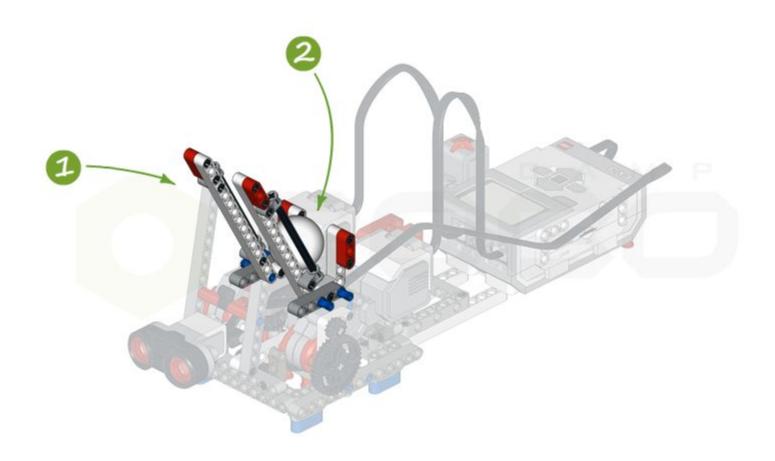
Изучение модели

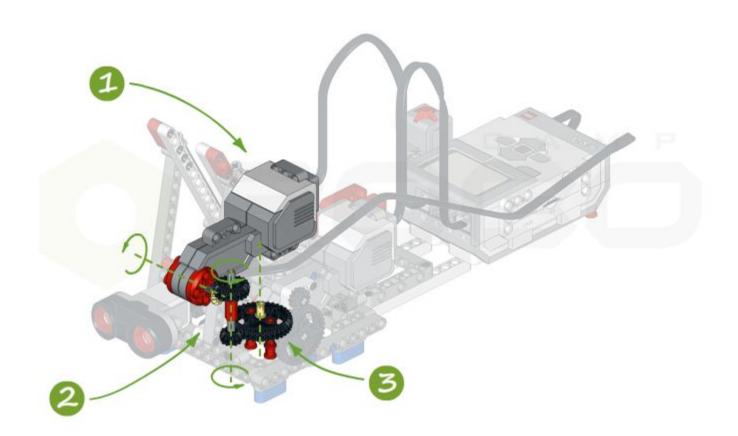


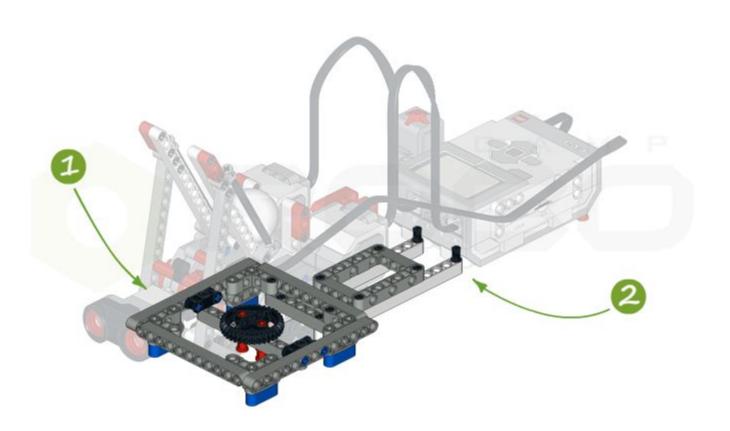


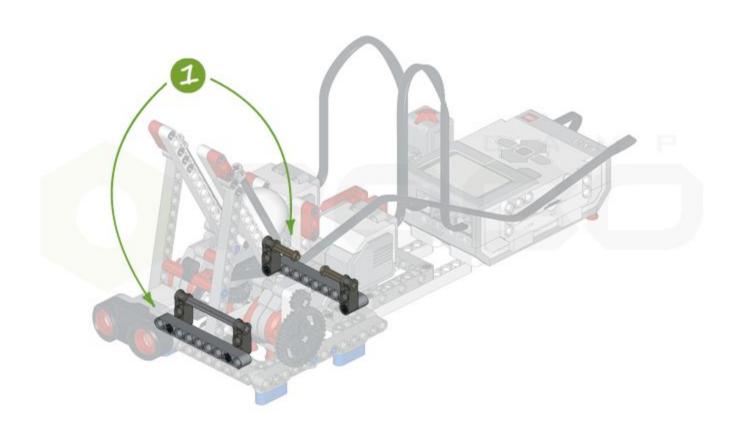


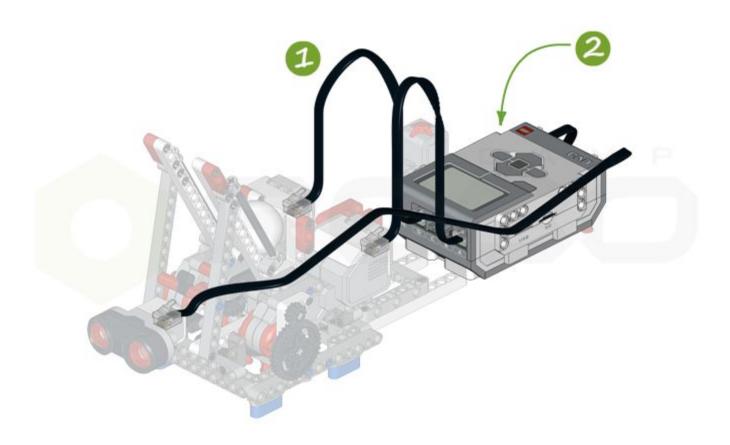




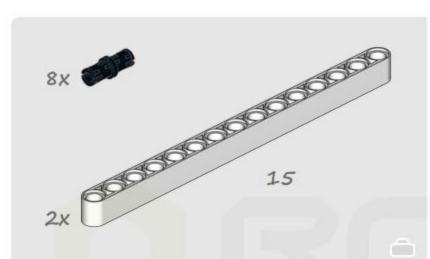




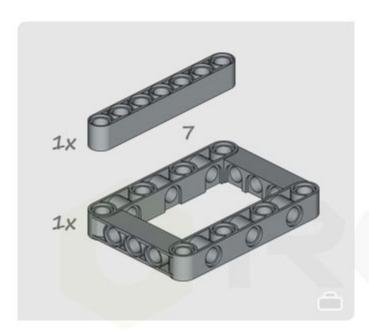


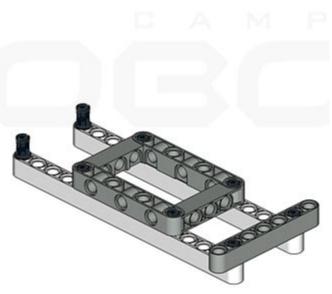


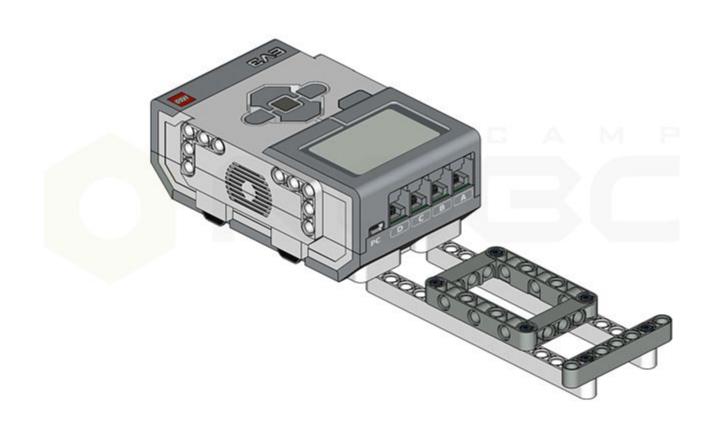
Сборка модели



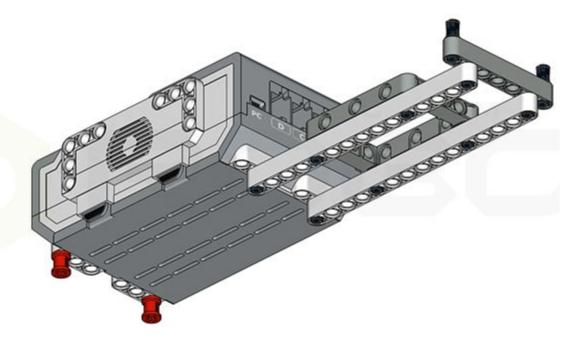






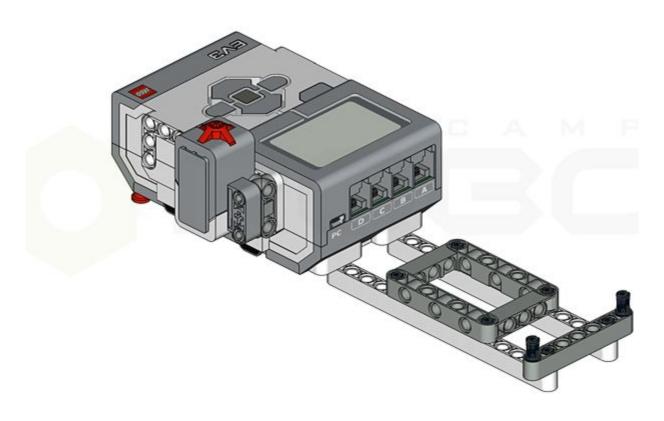


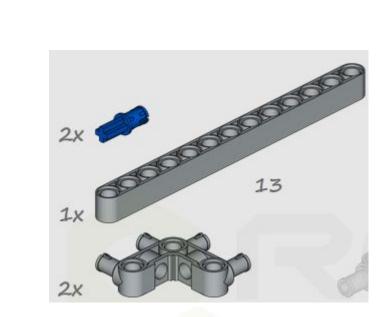


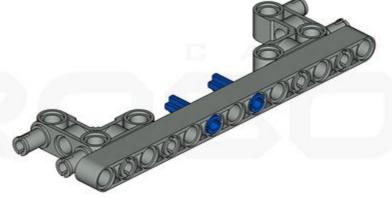




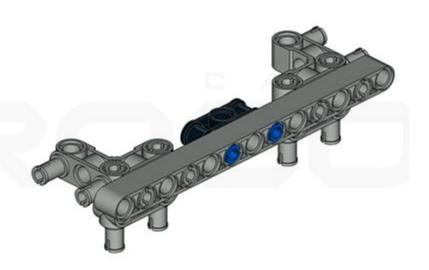


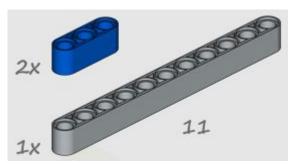




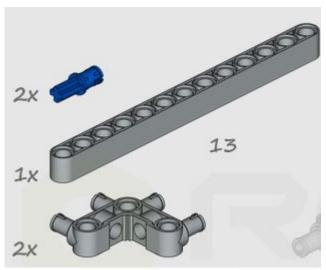


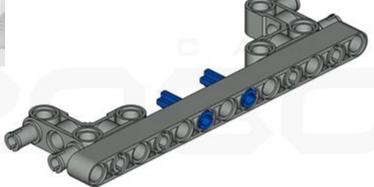




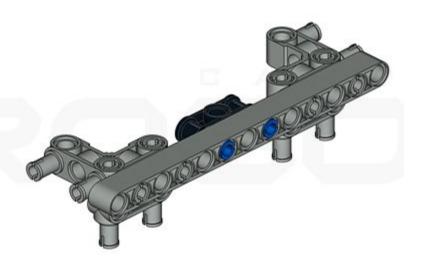


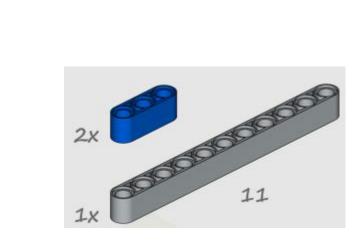


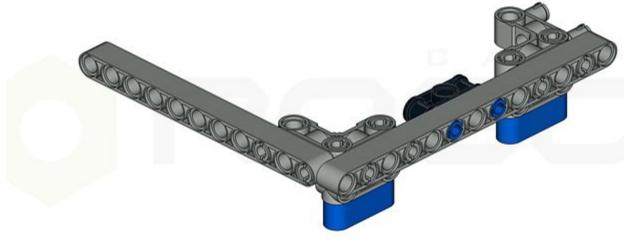


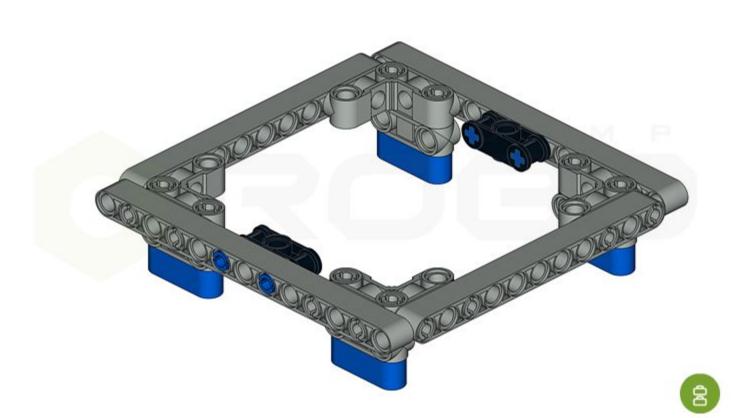


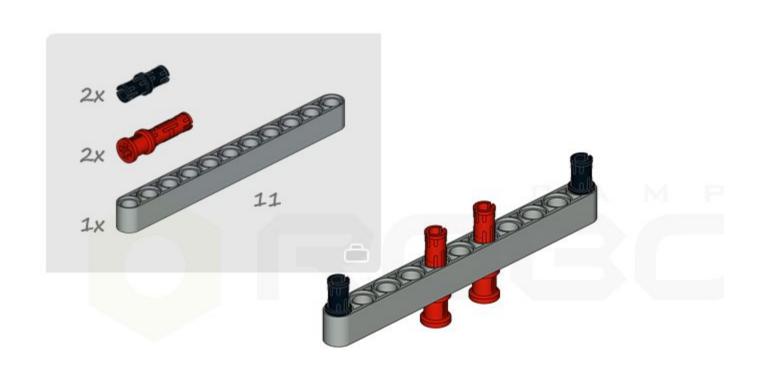


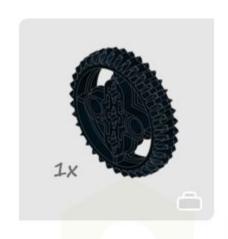






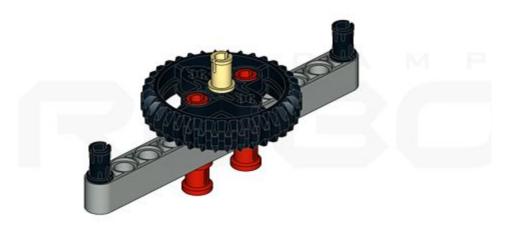


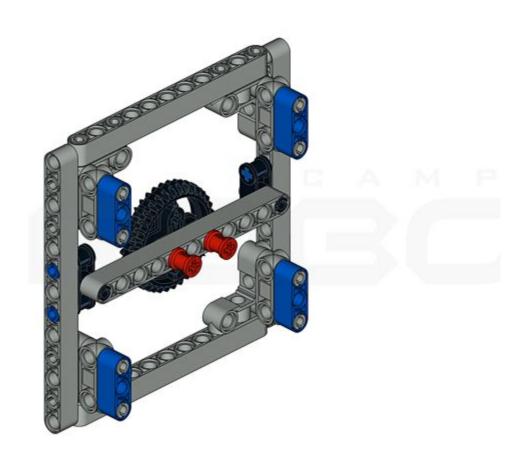


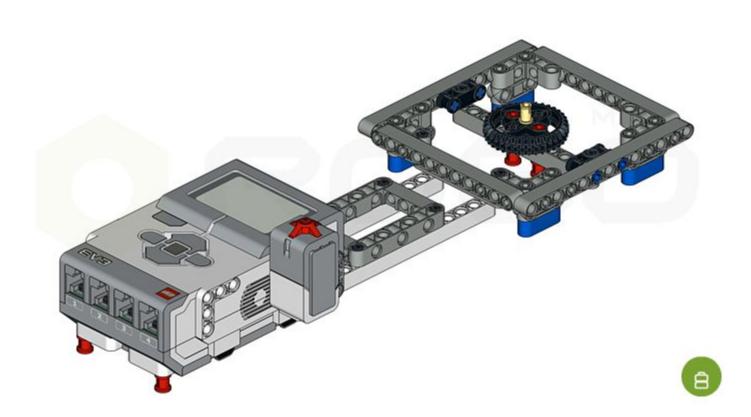




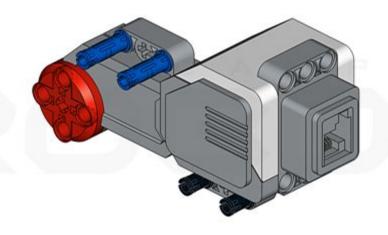


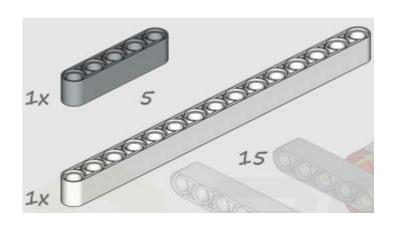


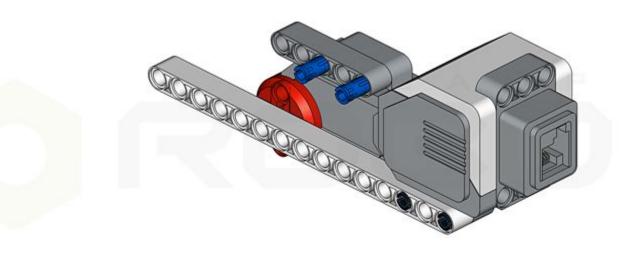




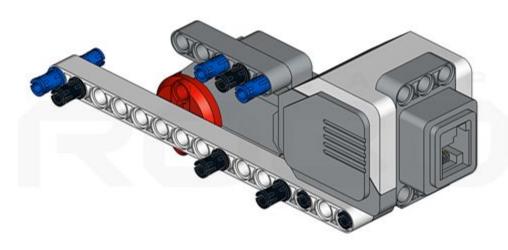


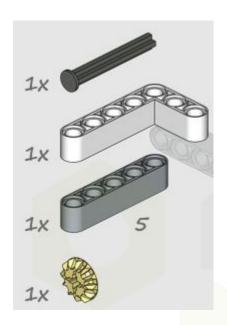


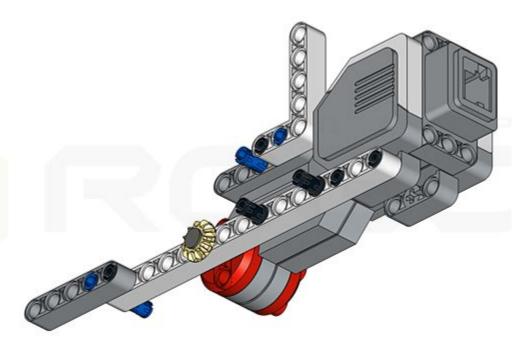




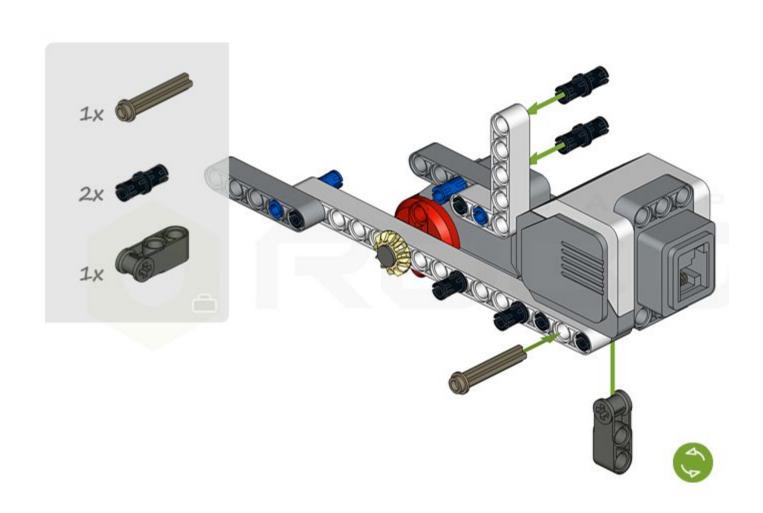


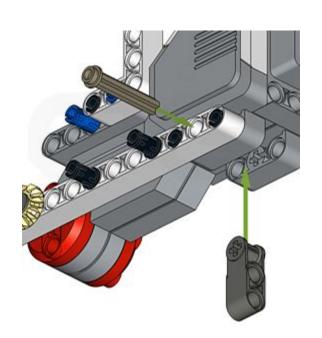


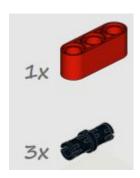


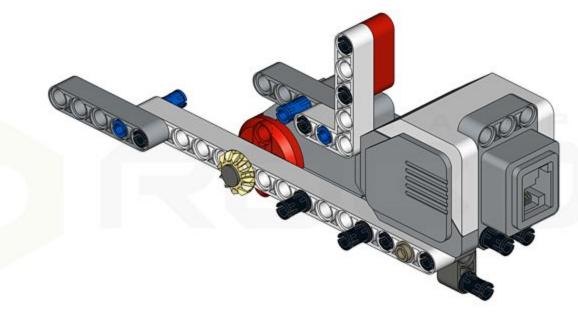






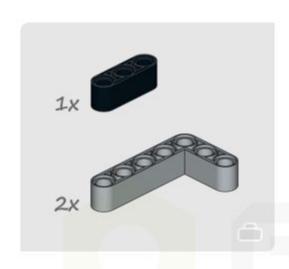


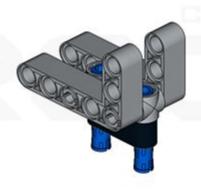






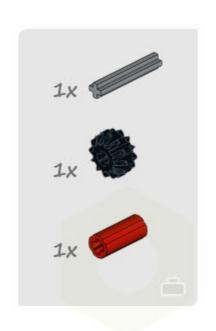


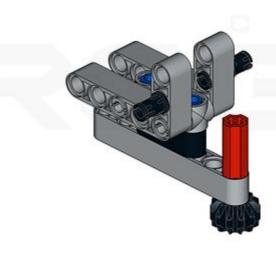




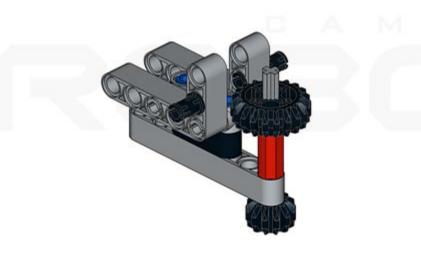




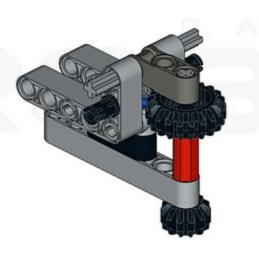




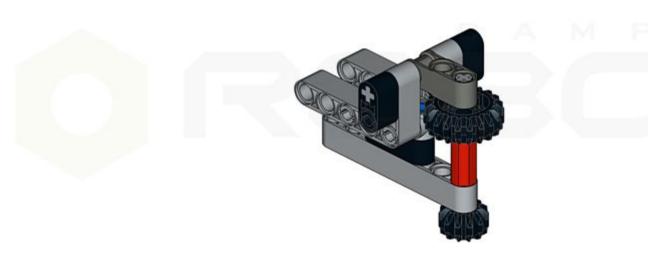


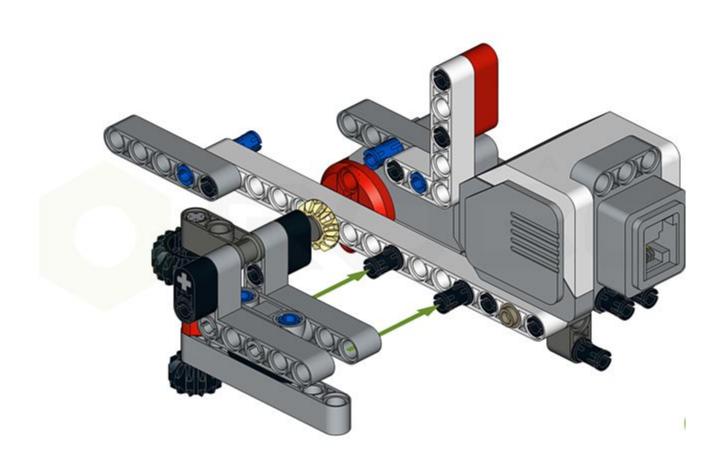


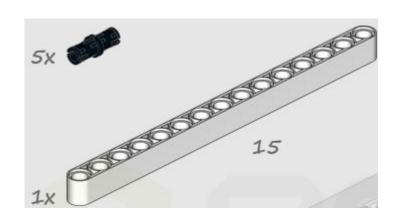








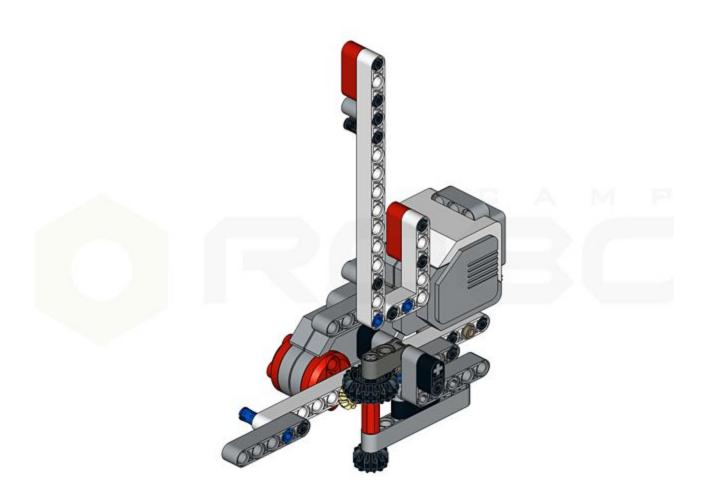












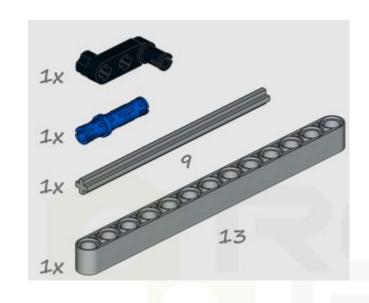










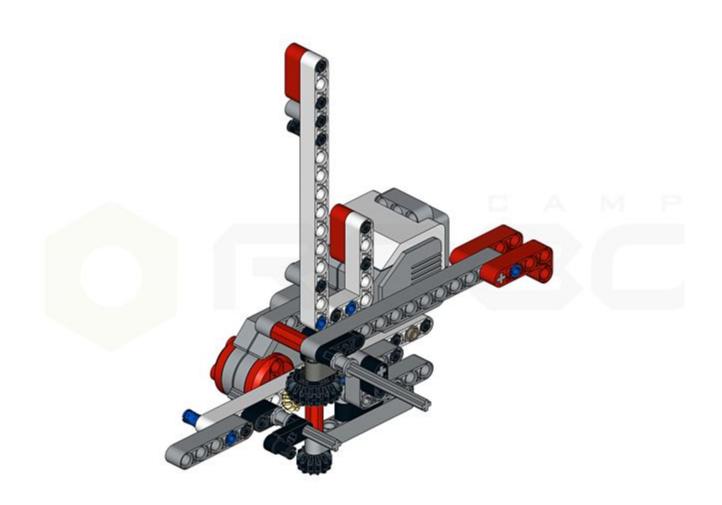




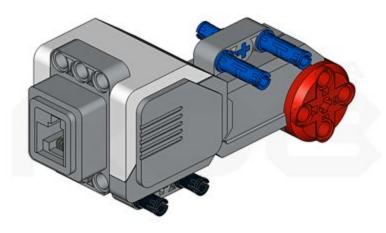


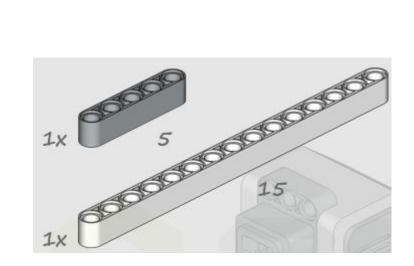


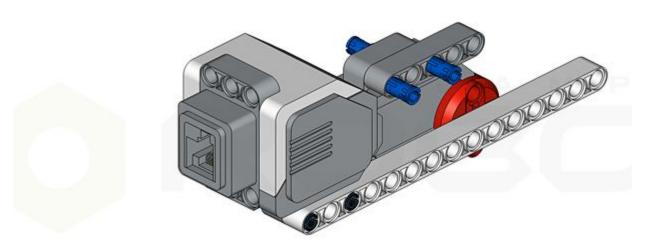




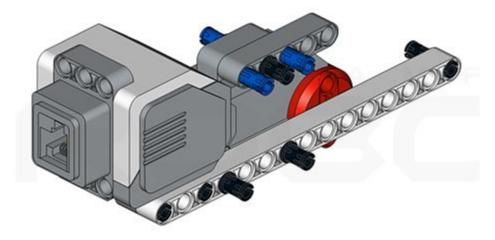


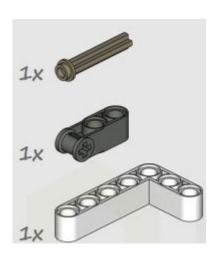


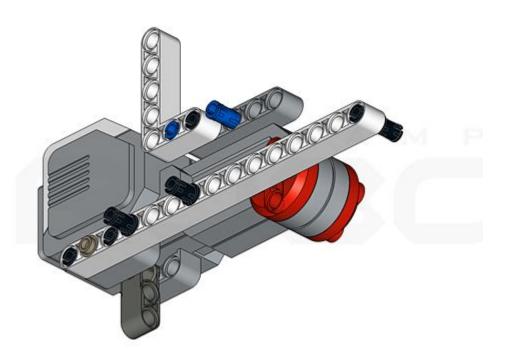




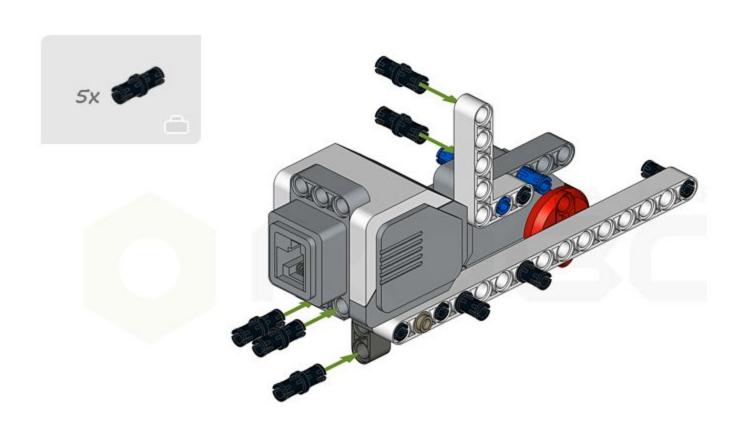


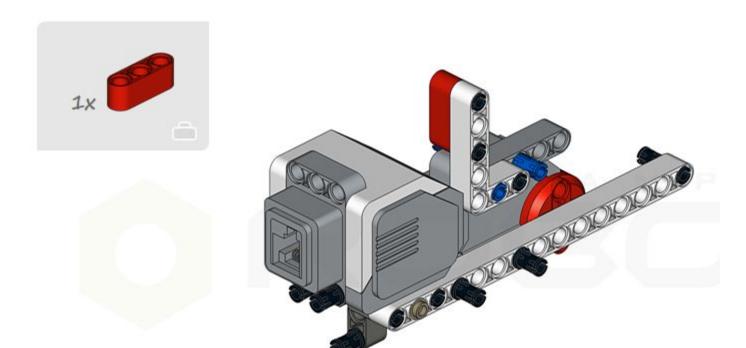


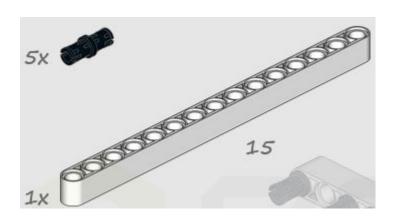






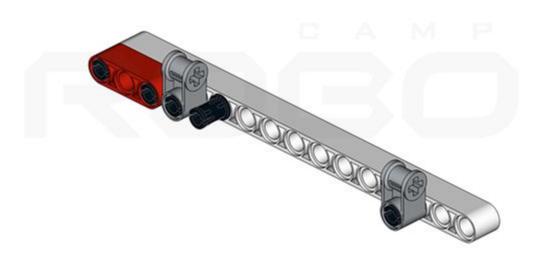






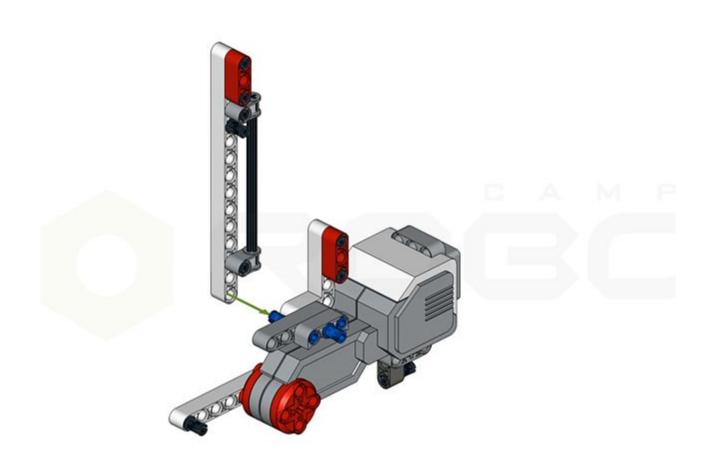


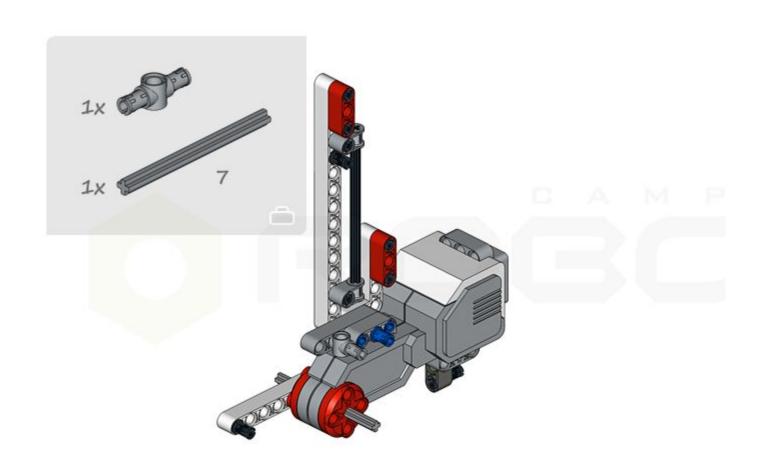


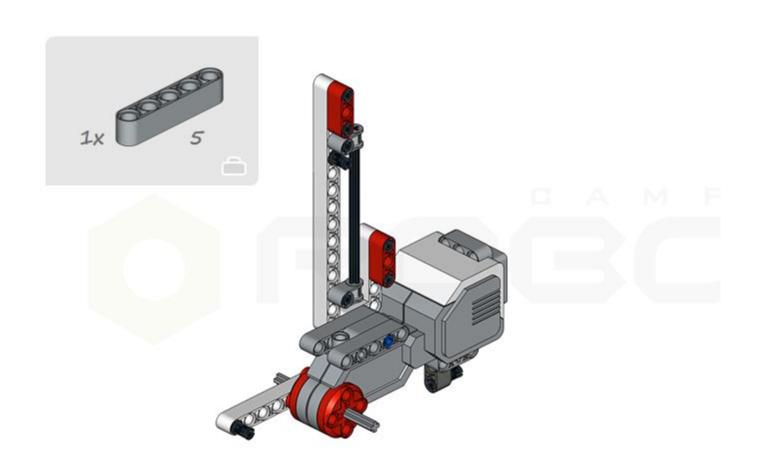


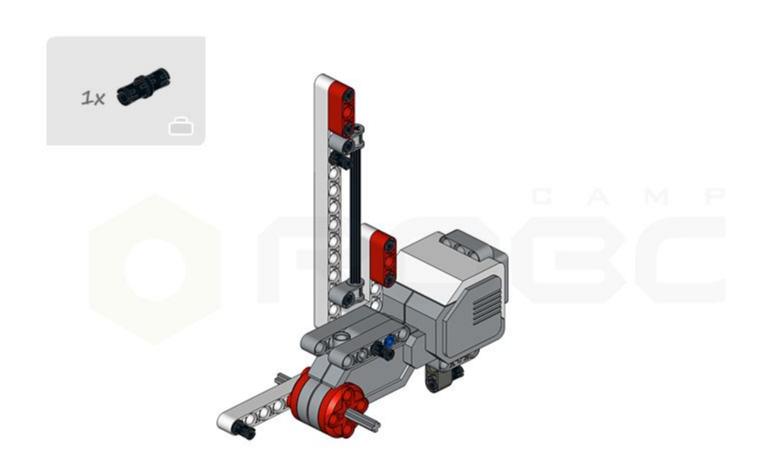


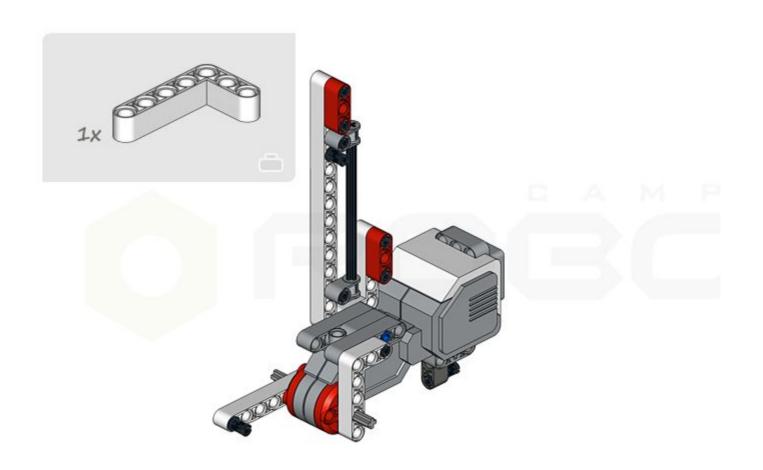


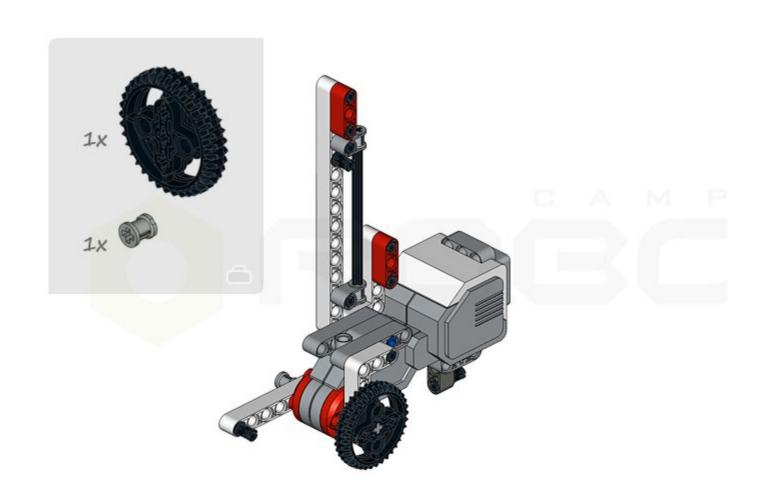


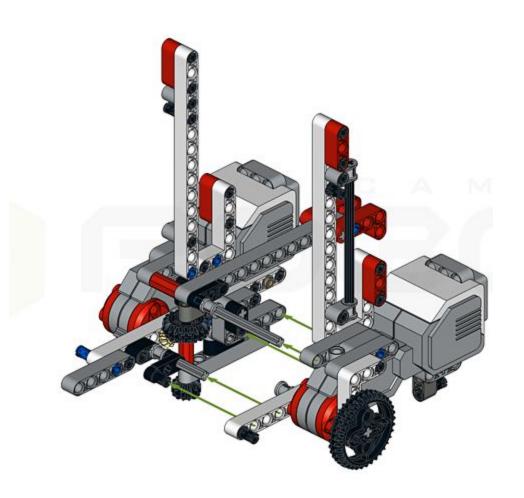






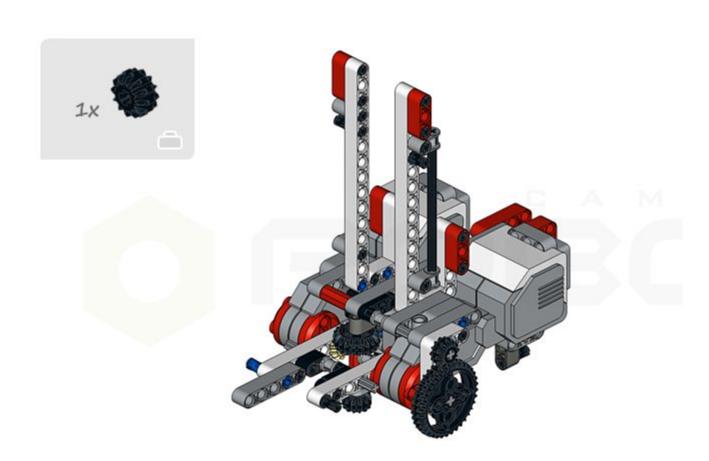






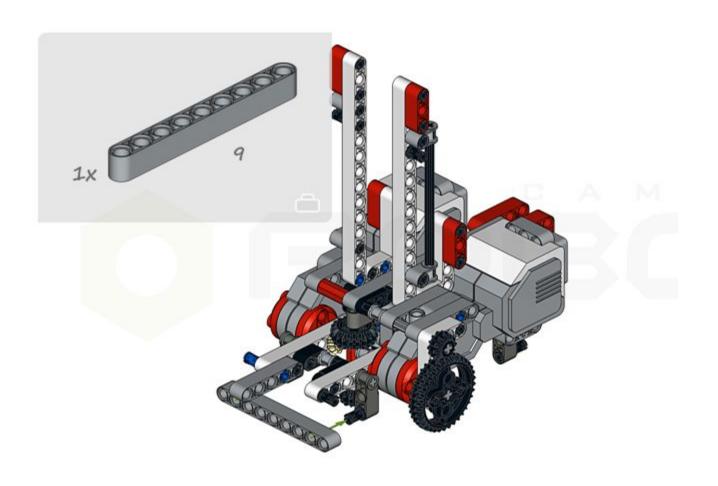


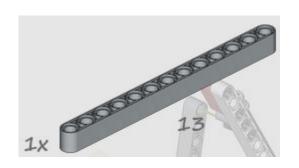


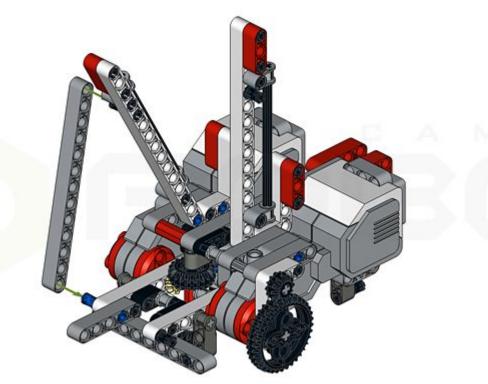








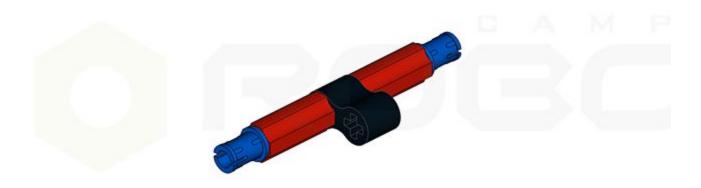




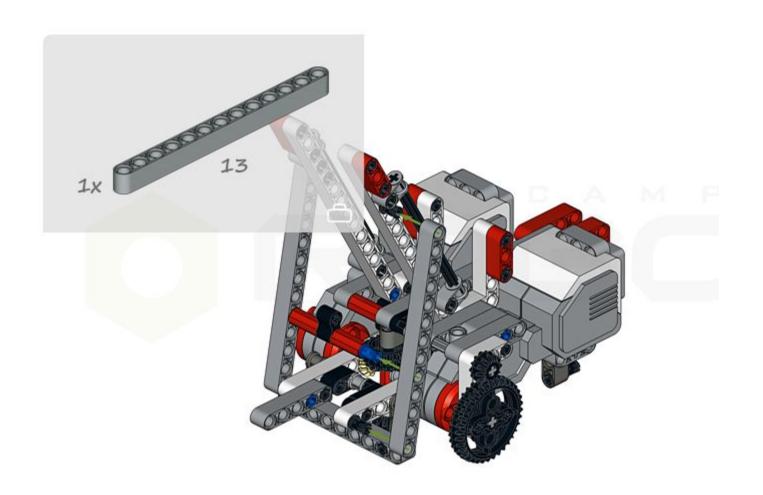






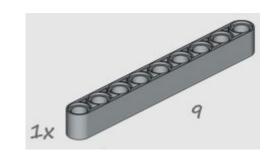






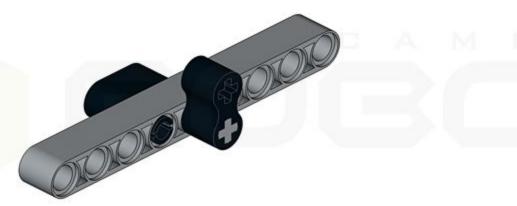


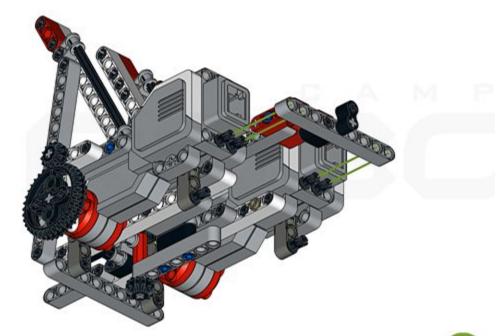




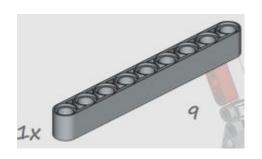








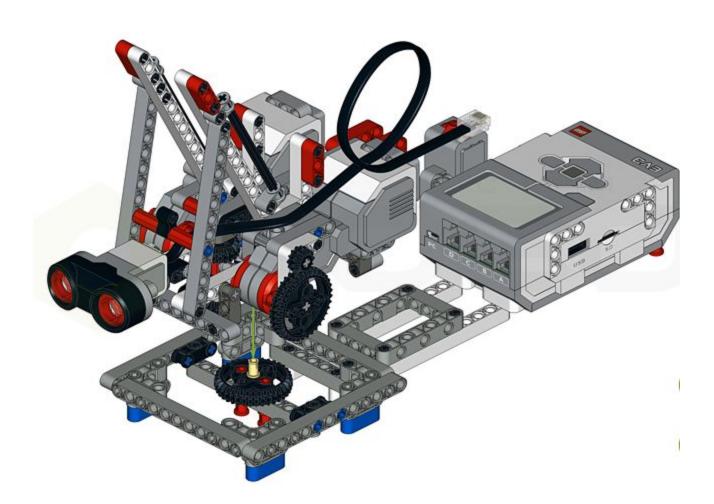


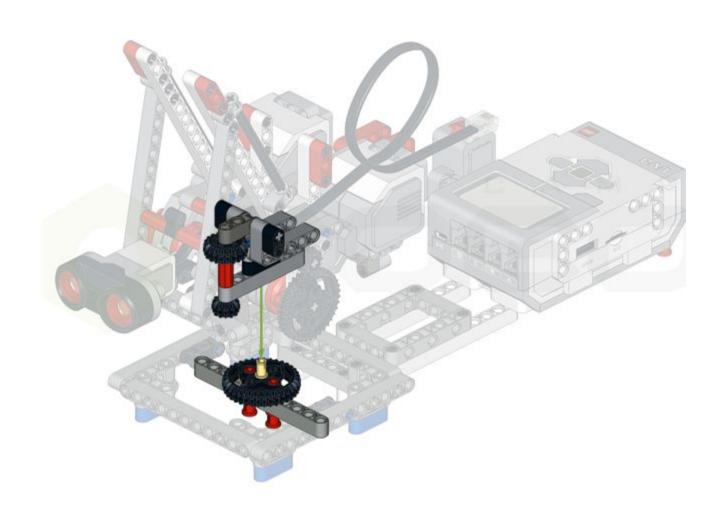


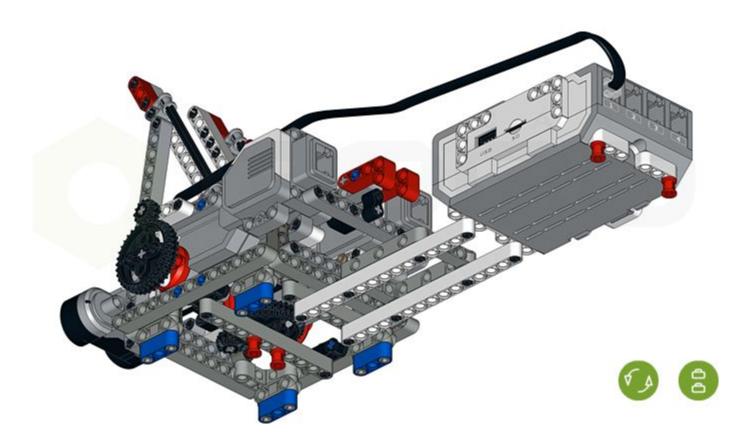




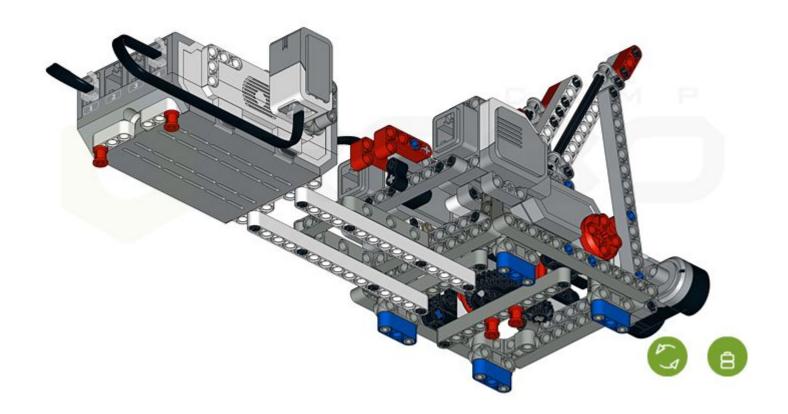


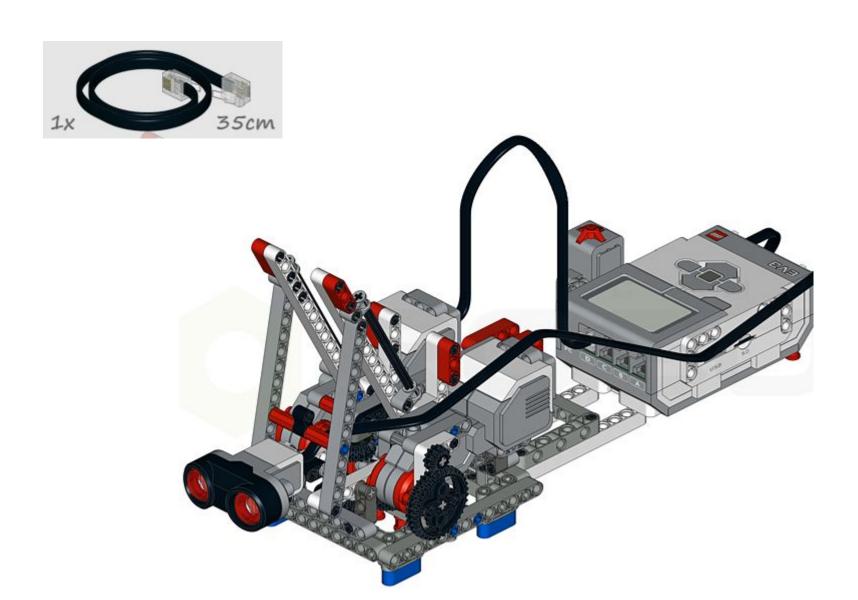




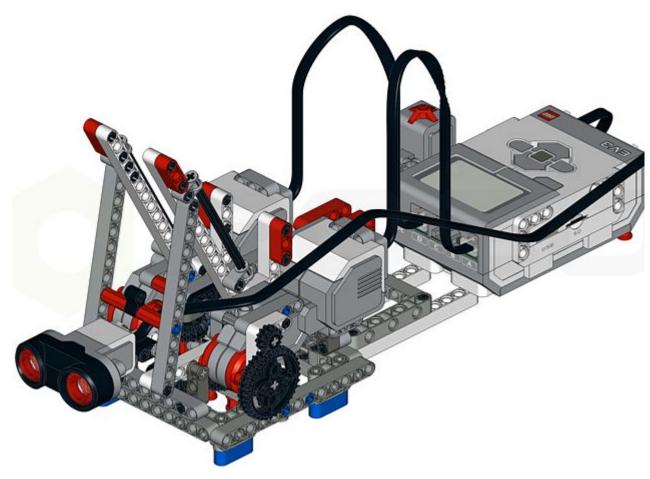


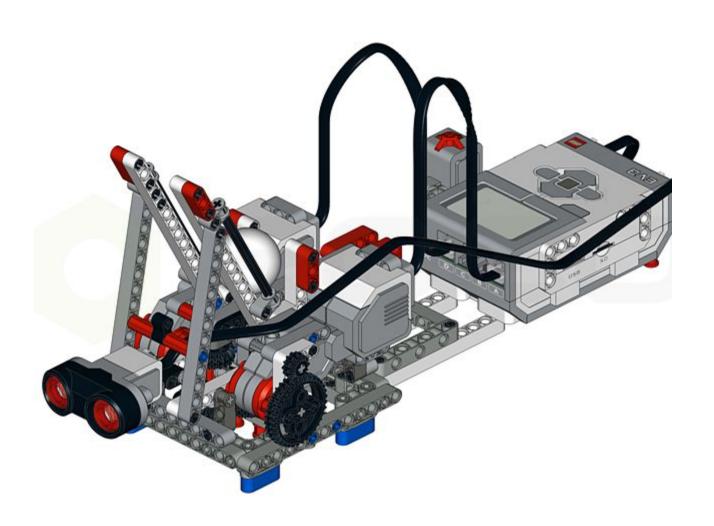












Задачи

Программирование

Задача 1

Задача пусковой установки состоит в том, чтобы бросить мяч для пинг-понга с такой силой, чтобы он попал в коробку. Центральная часть этого робота вращающаяся башня, контроль положения запрограммируйте с помощью кнопок на кирпиче EV3. Установка оснащена датчиком , который может измерять расстояние (выводить на экран) между башней и коробкой, которое является нашей целью. Датчик касания играет роль триггера, запускающего мяч.

Задача 2

Дополните программу, что бы можно было изменять силу удара с помощью кнопок на контроллере.

Задача 3

Дополните программу, что бы робот считывал расстояние до цели и сам подбирал силу с которой нужно запускать снаряд.

Свободное время

