

A cluster of three white-outlined circles of varying sizes in the top-left corner of the slide.

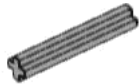
BUILDING

INSTRUCTIONS

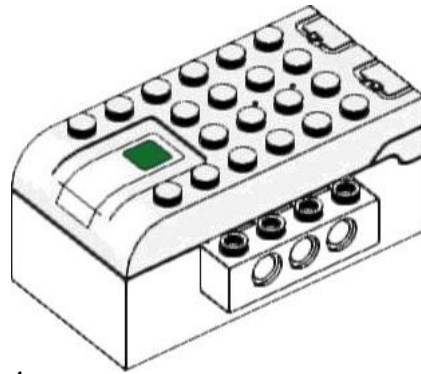
A cluster of three white-outlined circles of varying sizes in the bottom-right corner of the slide.



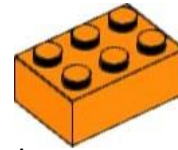
1x
2654
Black



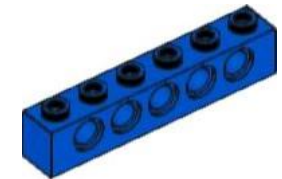
2x
4519
Light Bluish Gray



1x
19071c01
White



1x
3002
Orange



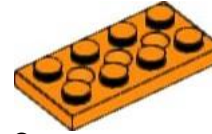
2x
3894
Blue



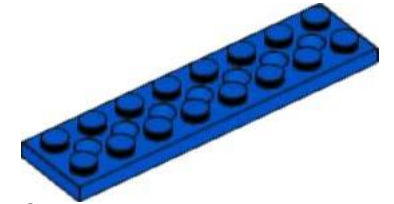
2x
3706
Black



4x
3023old
White



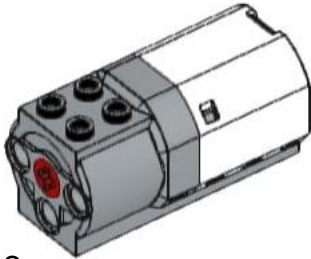
2x
3709b
Orange



3x
3738
Blue



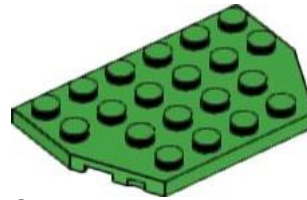
2x
11955
Dark Gray



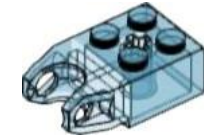
2x
21980
White



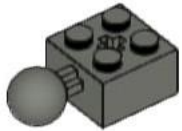
2x
3700
Rust



2x
32059
Bright Green



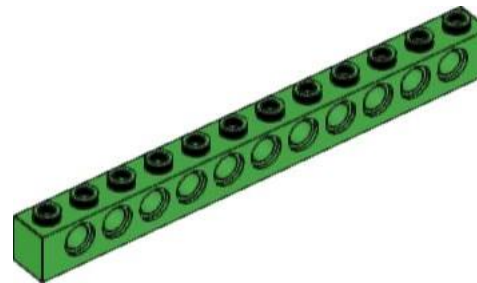
2x
62712
Trans-Medium Blue



2x
57909b
Dark Bluish Gray



2x
3701
Rust



4x
3895
Bright Green



2x
3648
Dark Bluish Gray 20
645pb01
White

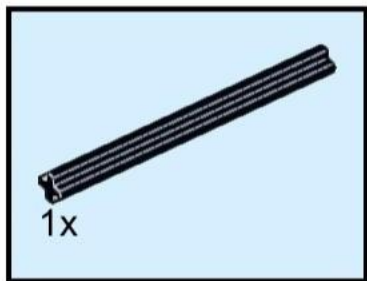


6x
3703
Rust

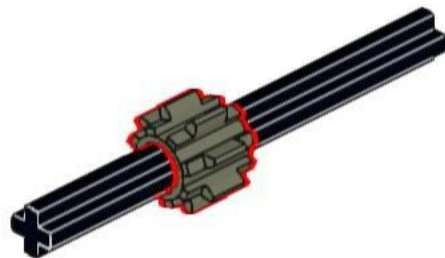
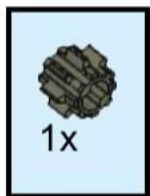


2x
3713
Light Gray

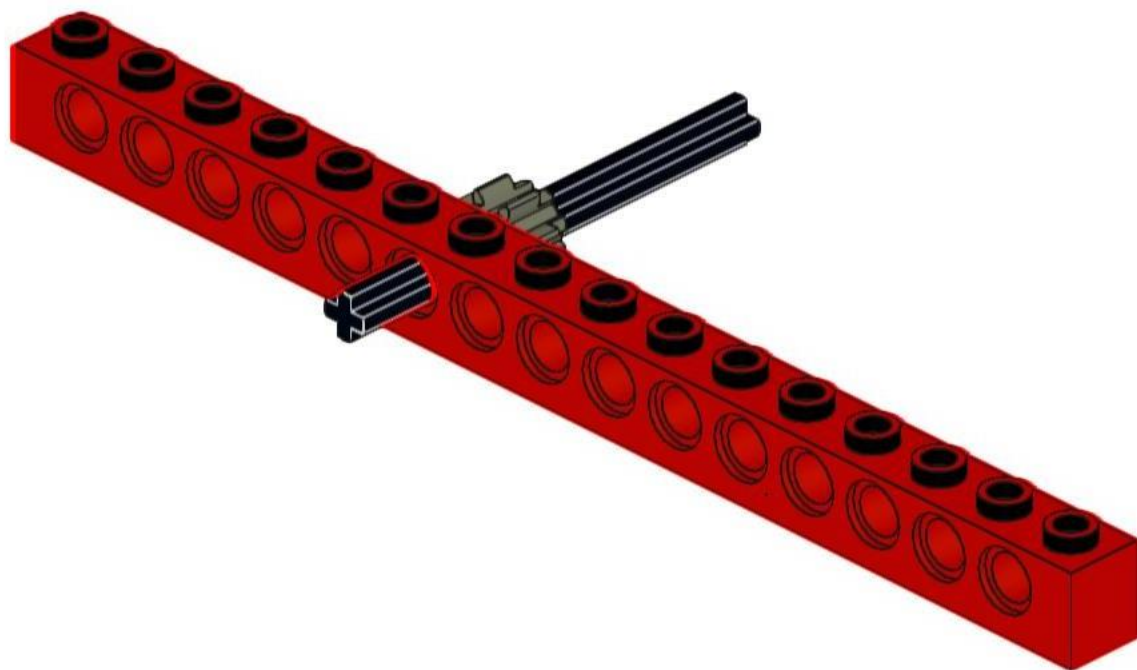
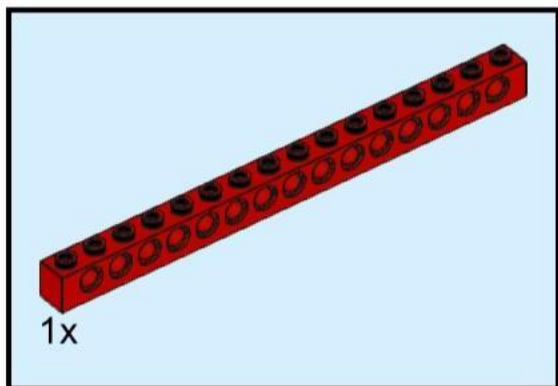
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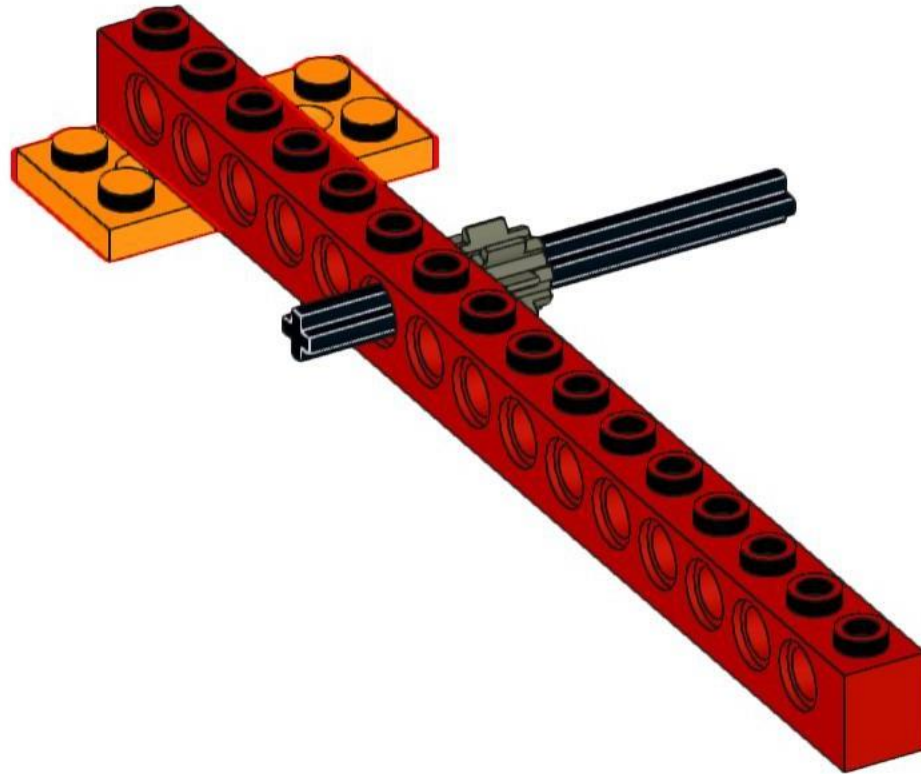
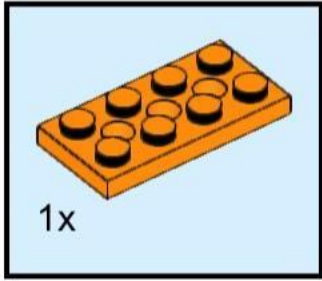
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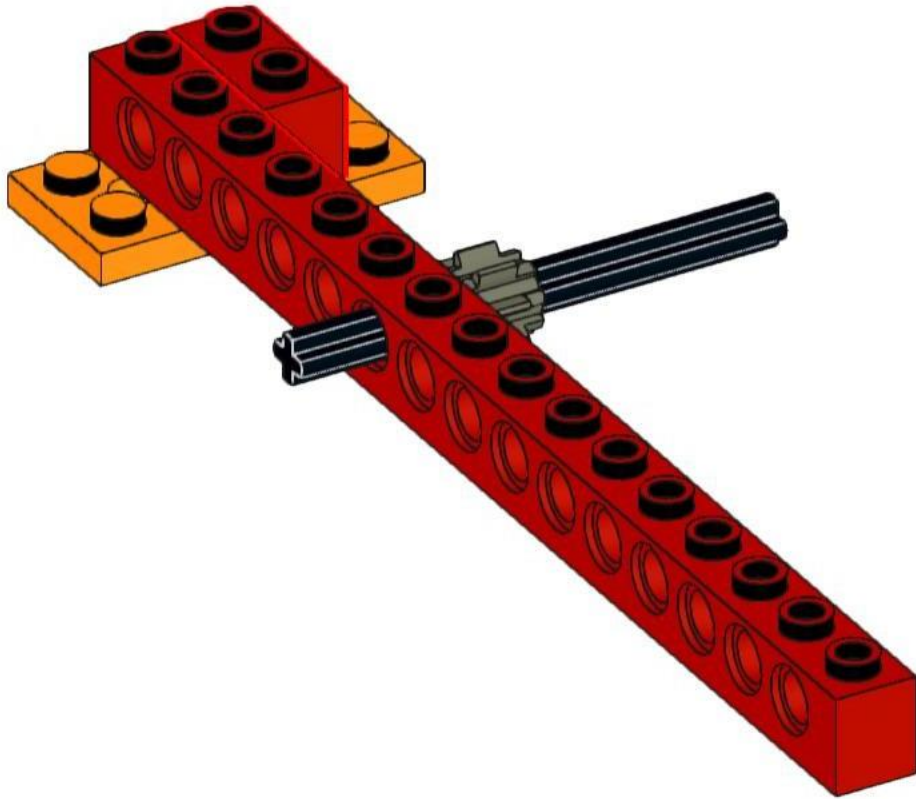
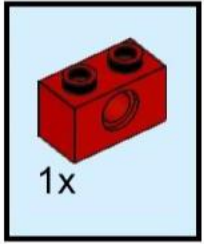
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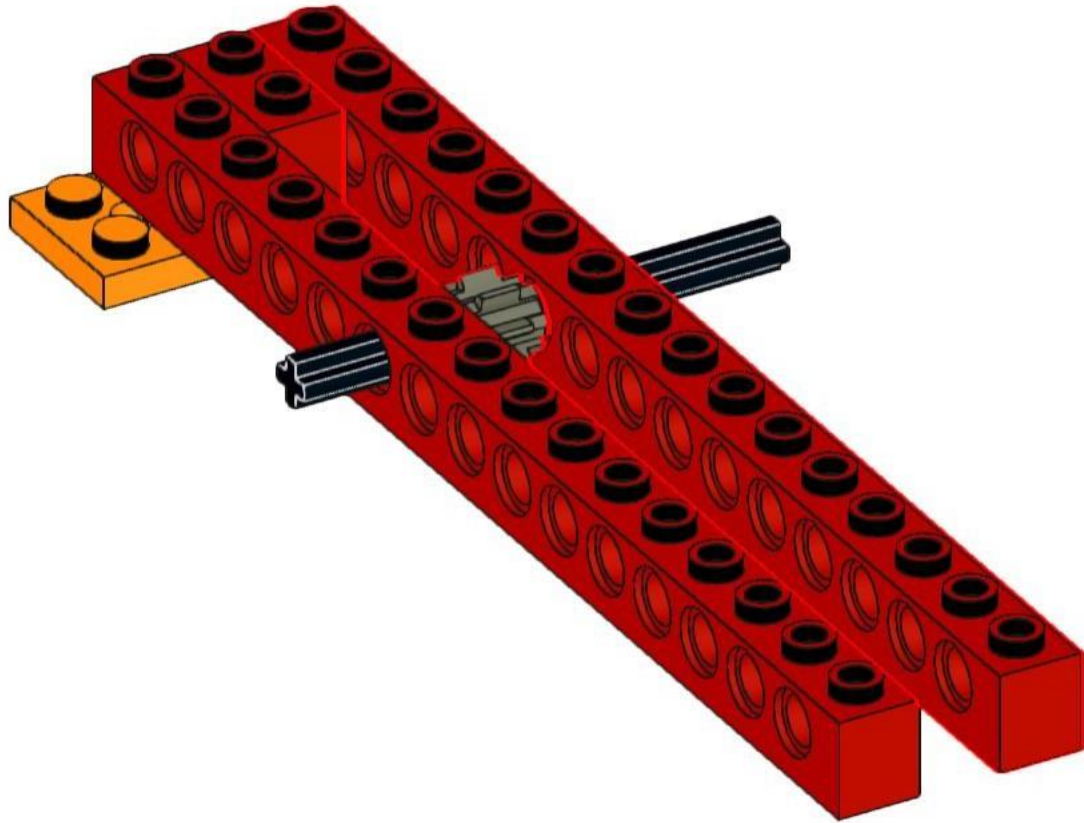
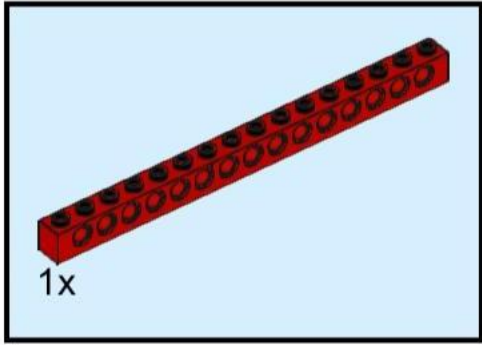
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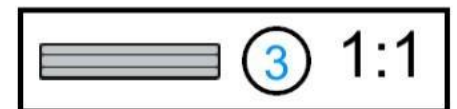
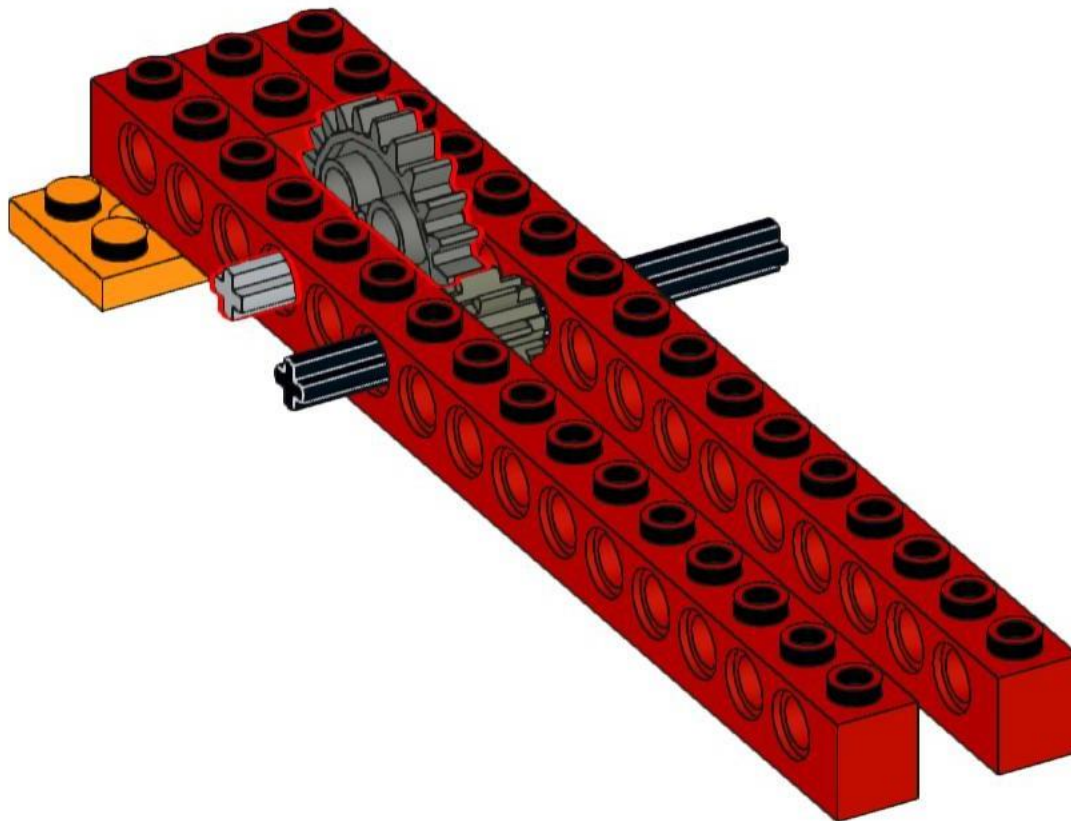
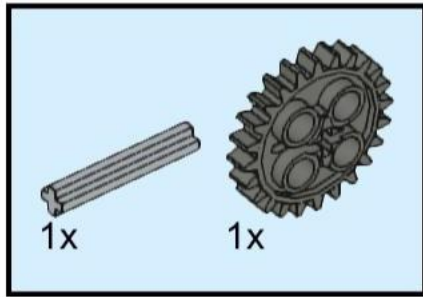
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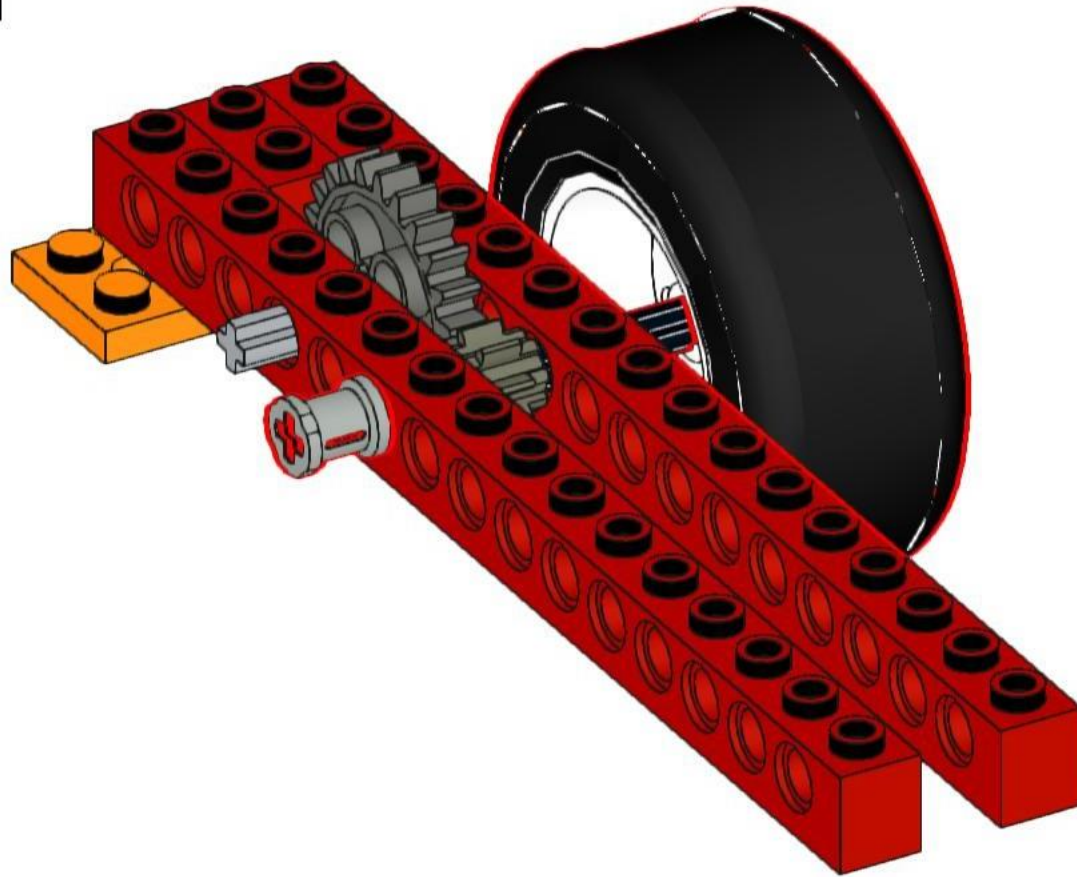
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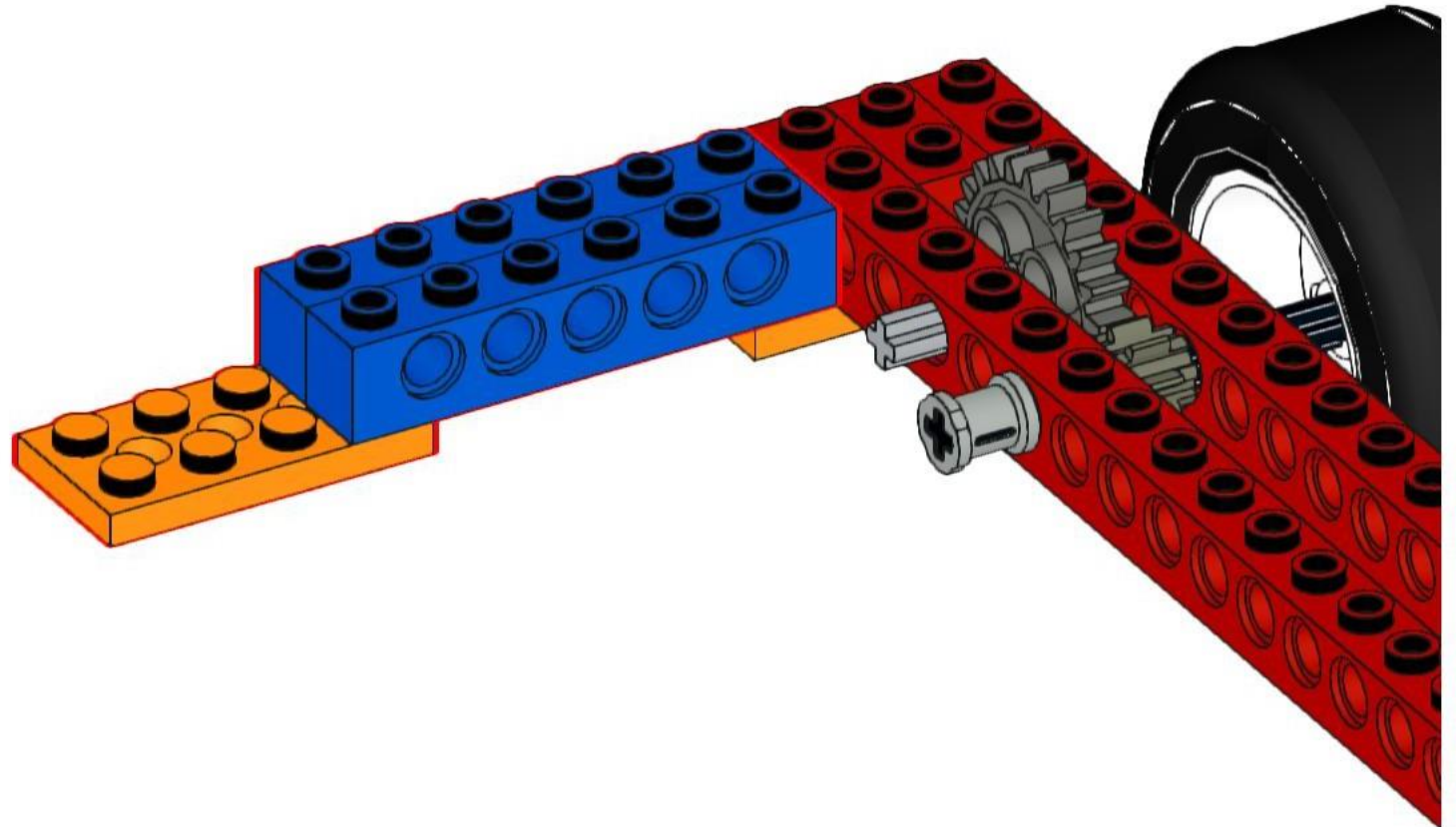
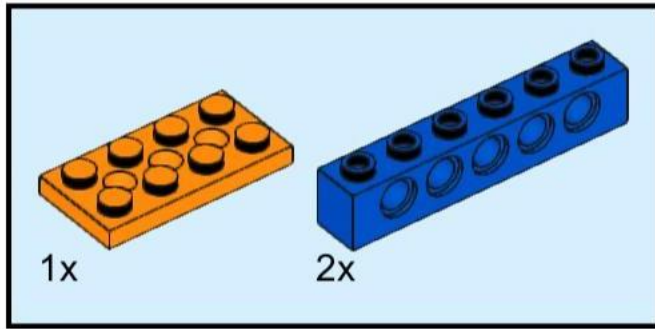
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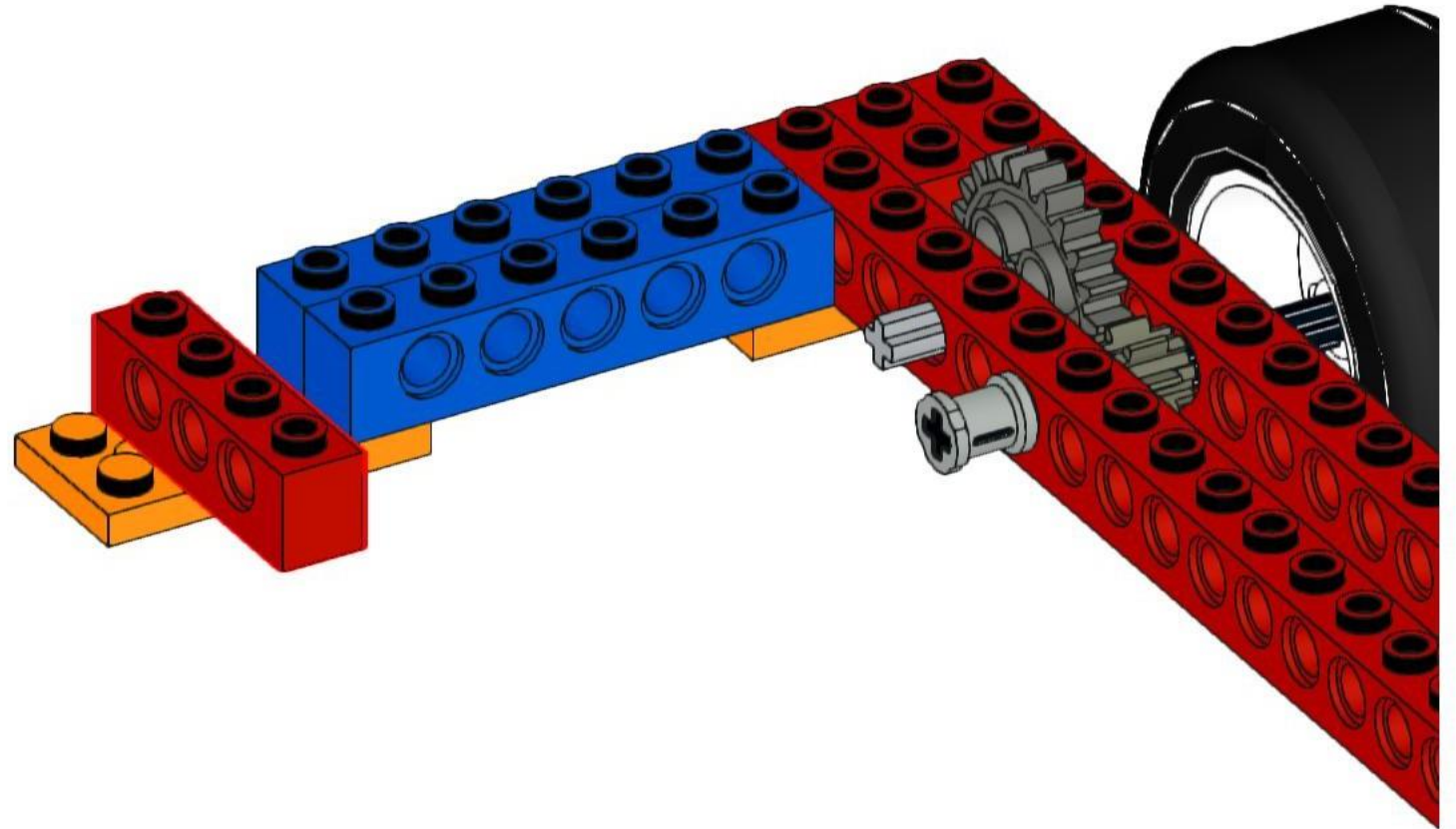
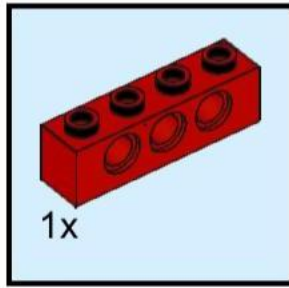
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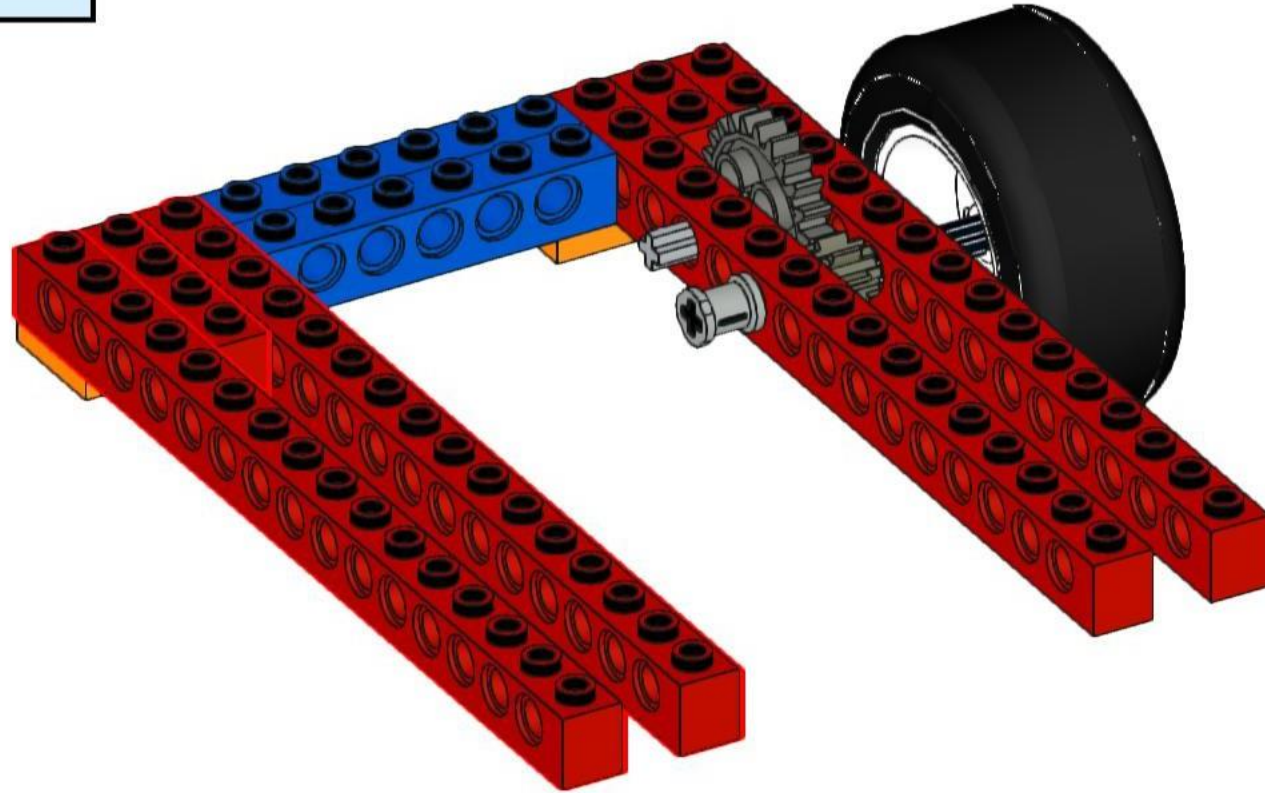
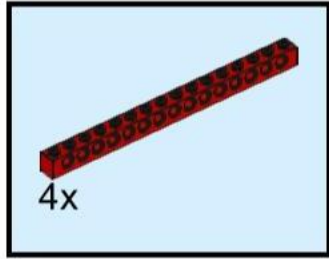
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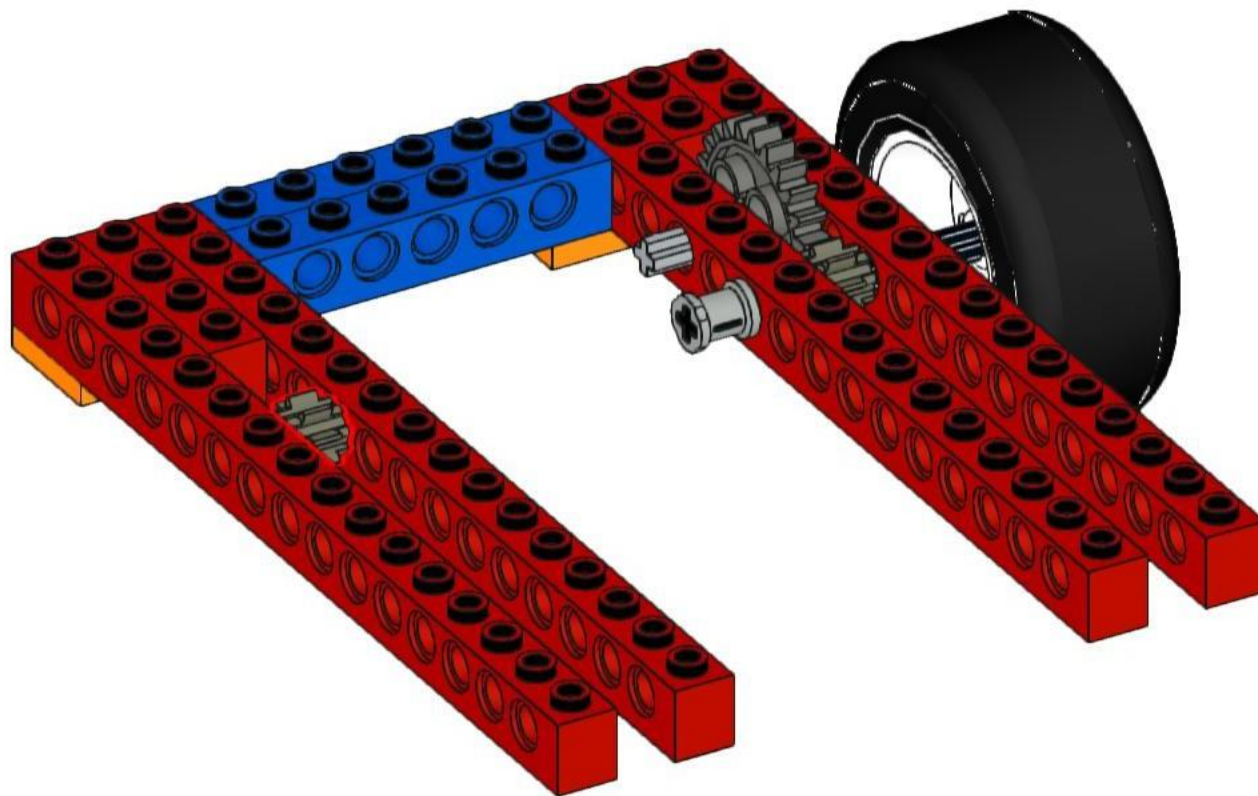
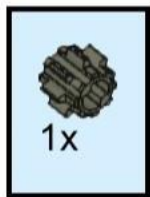
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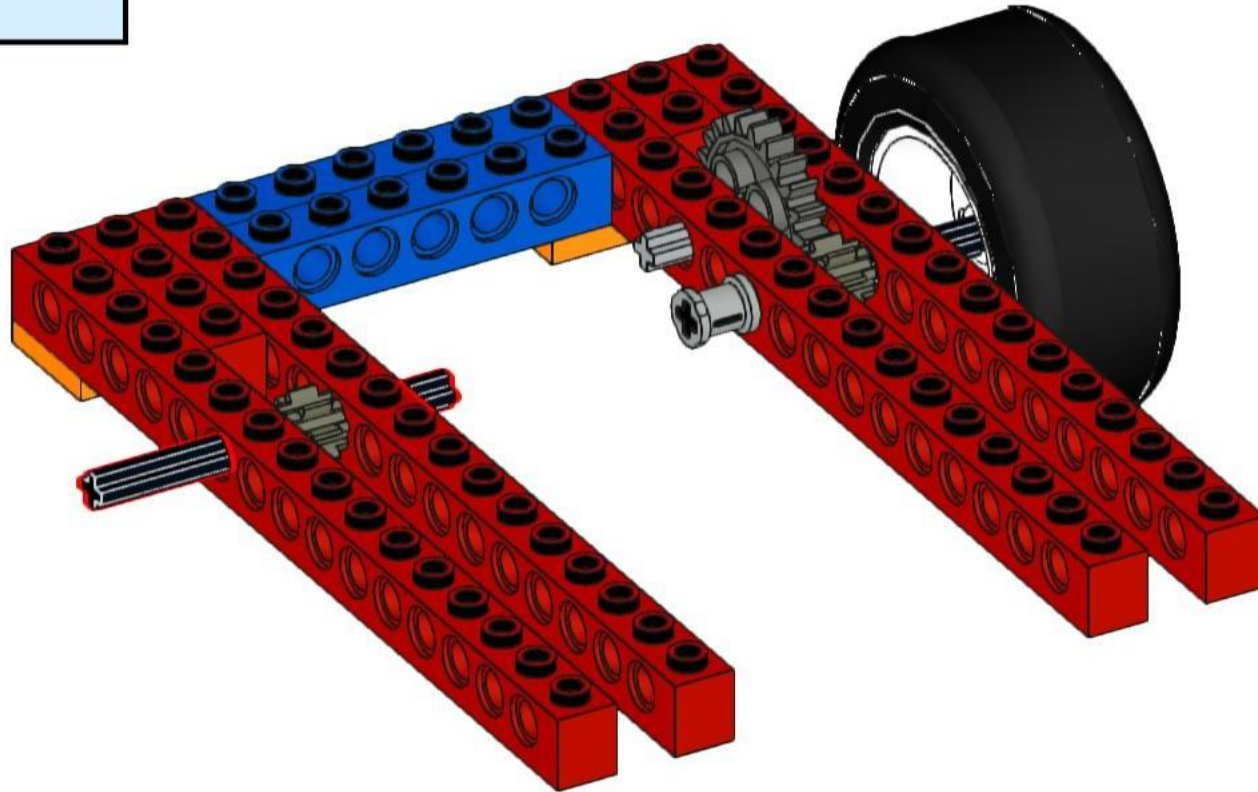
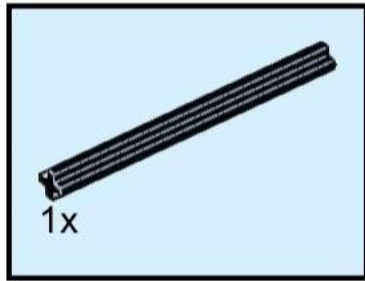
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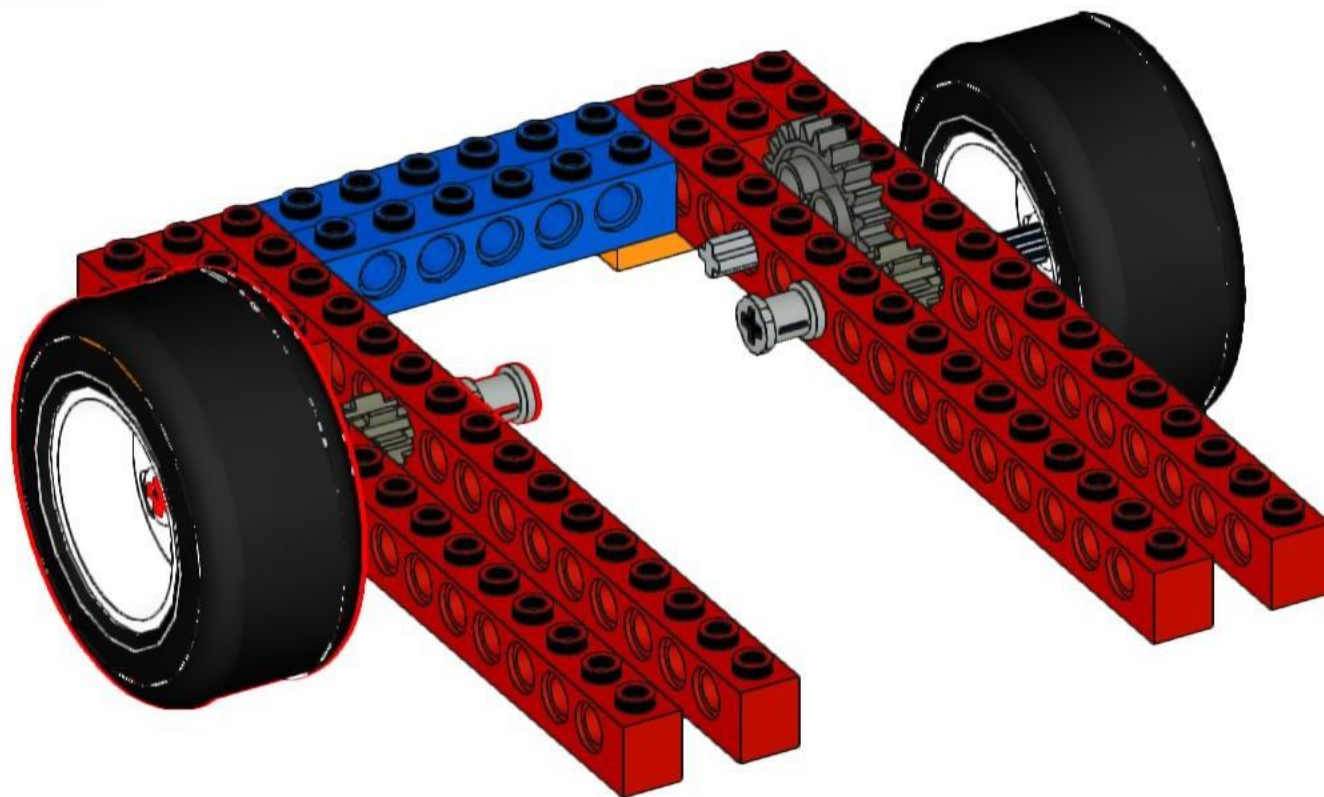
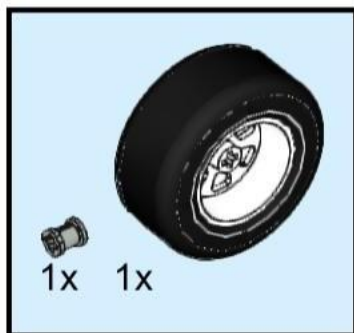
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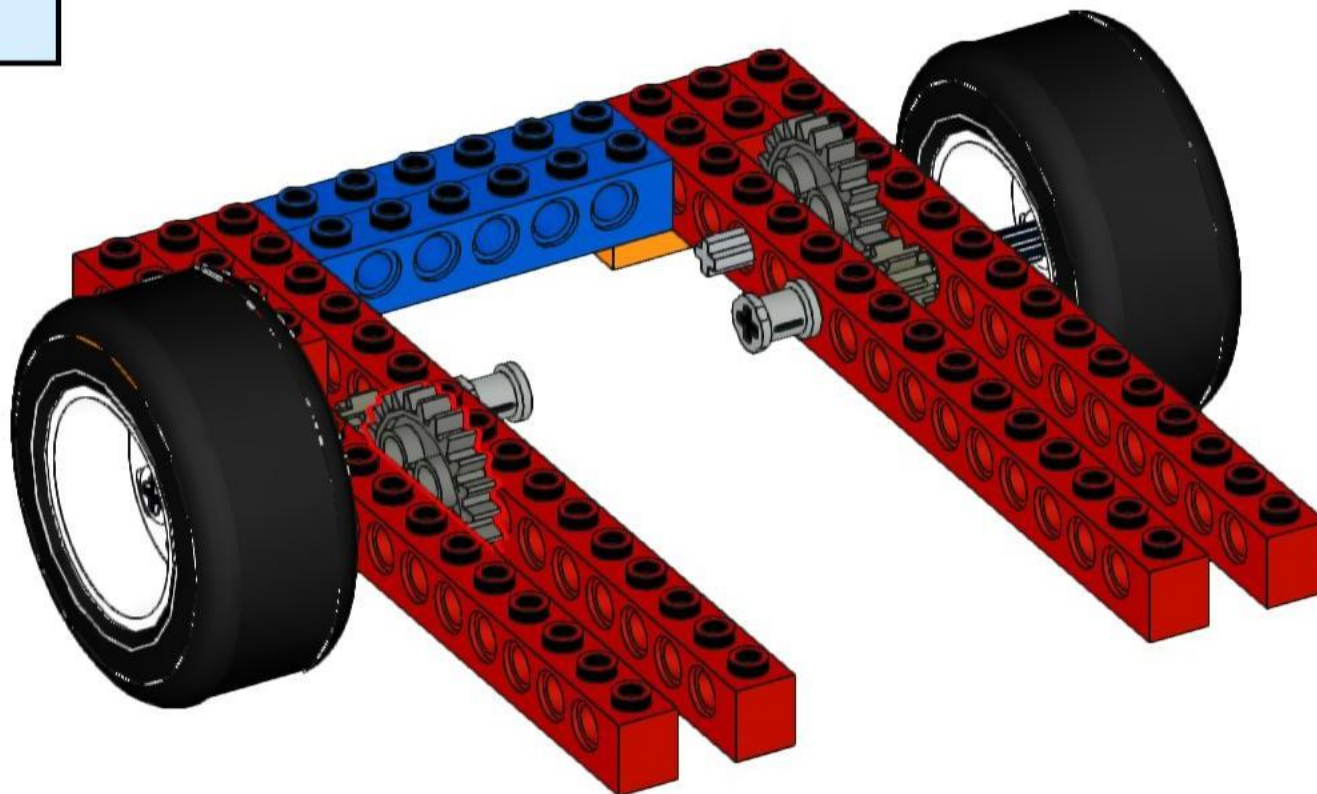
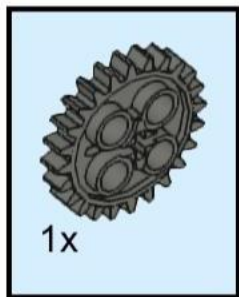
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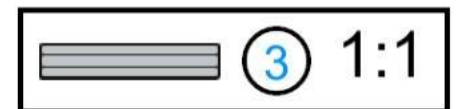
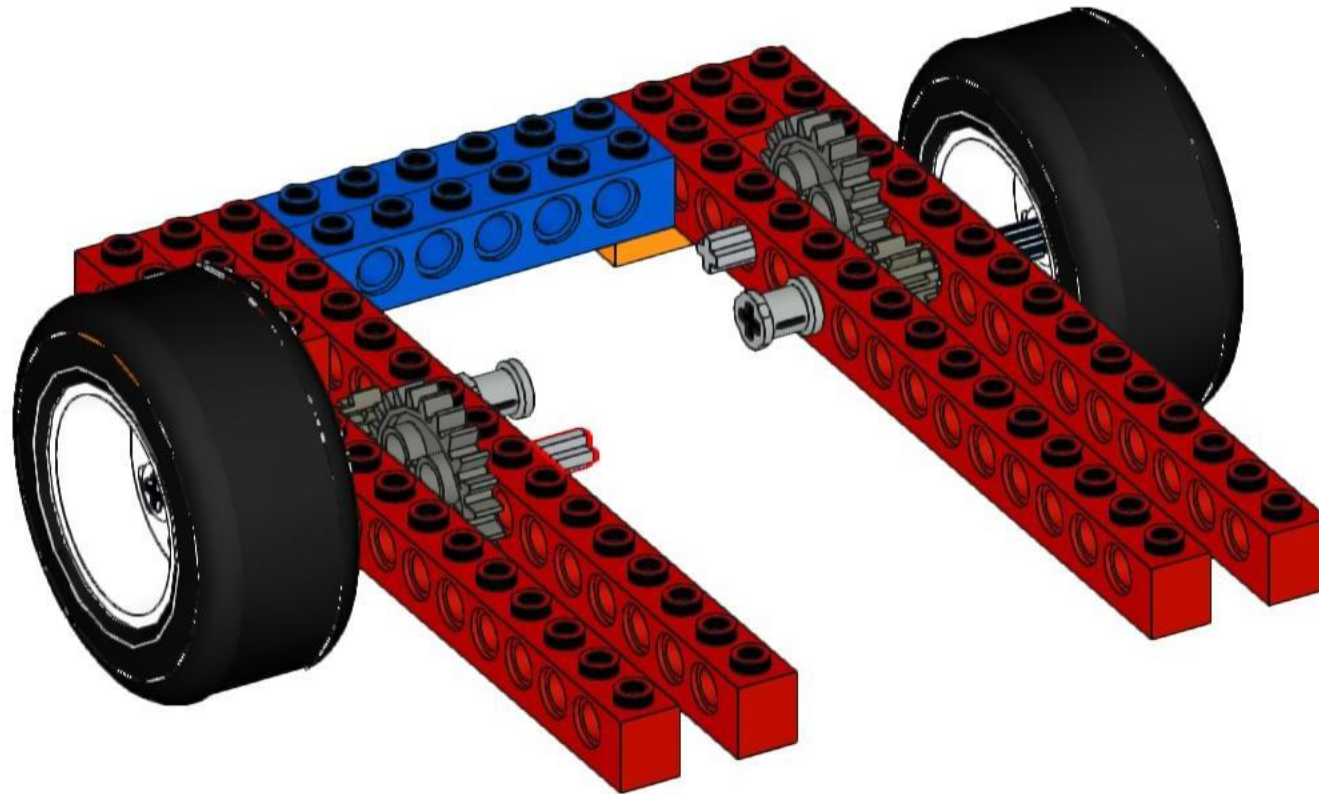
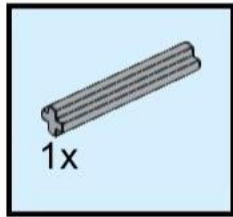
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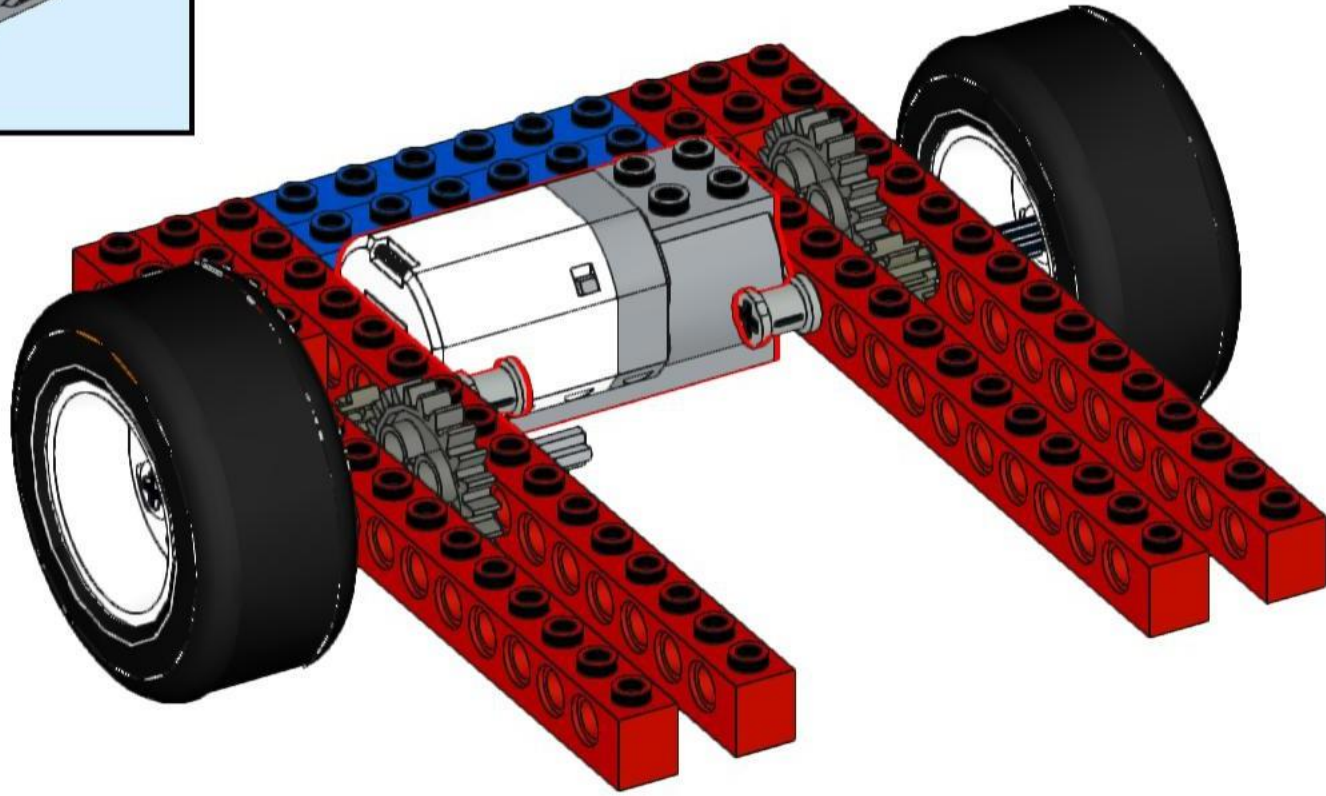
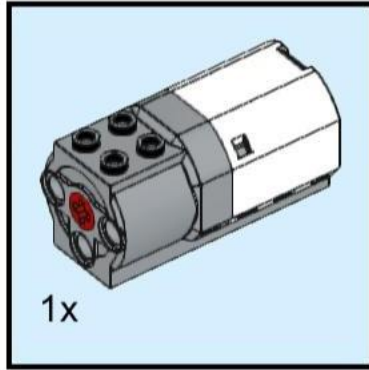
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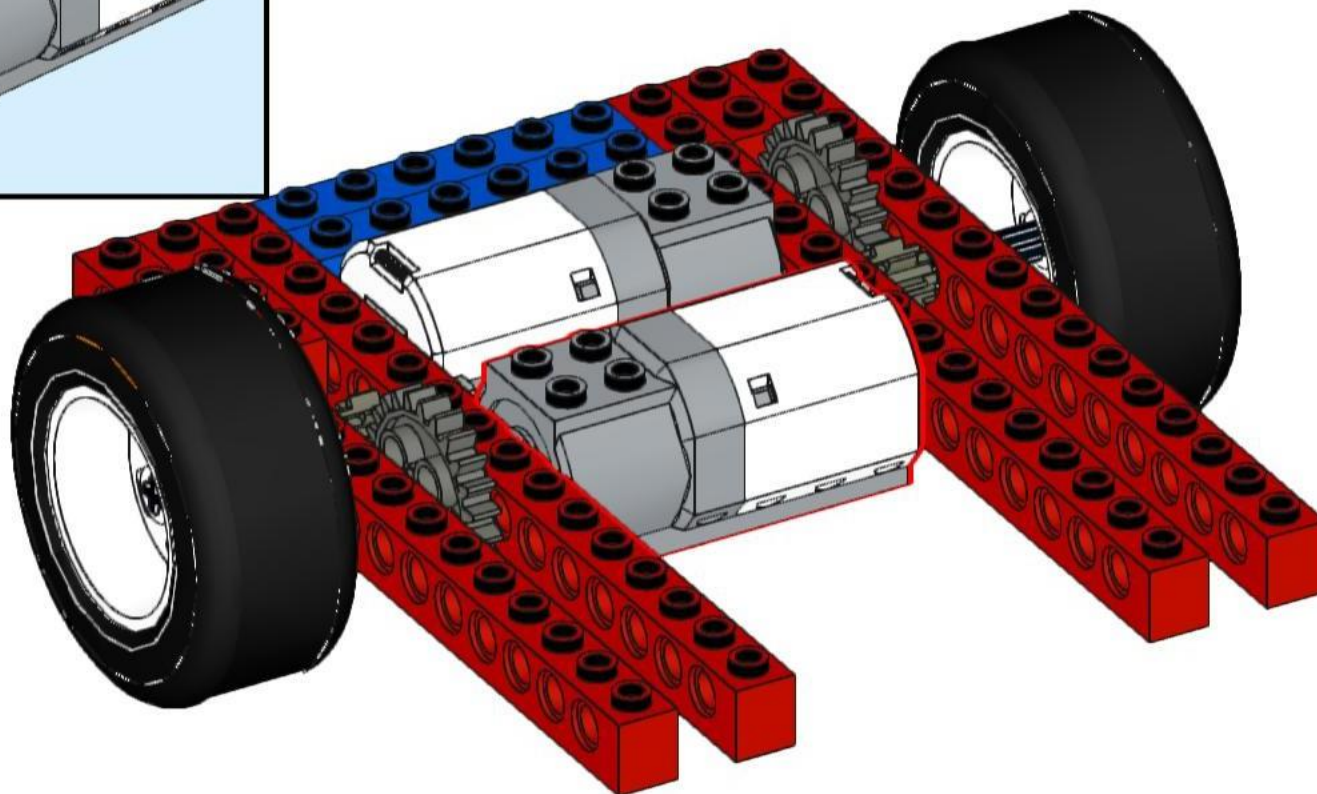
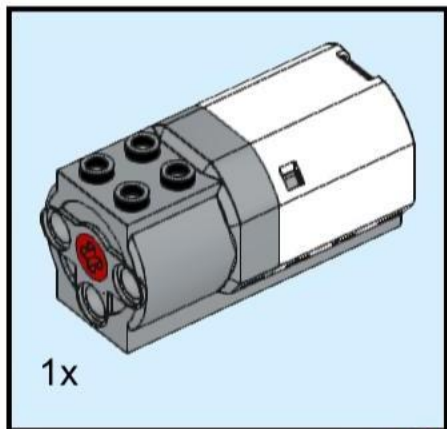
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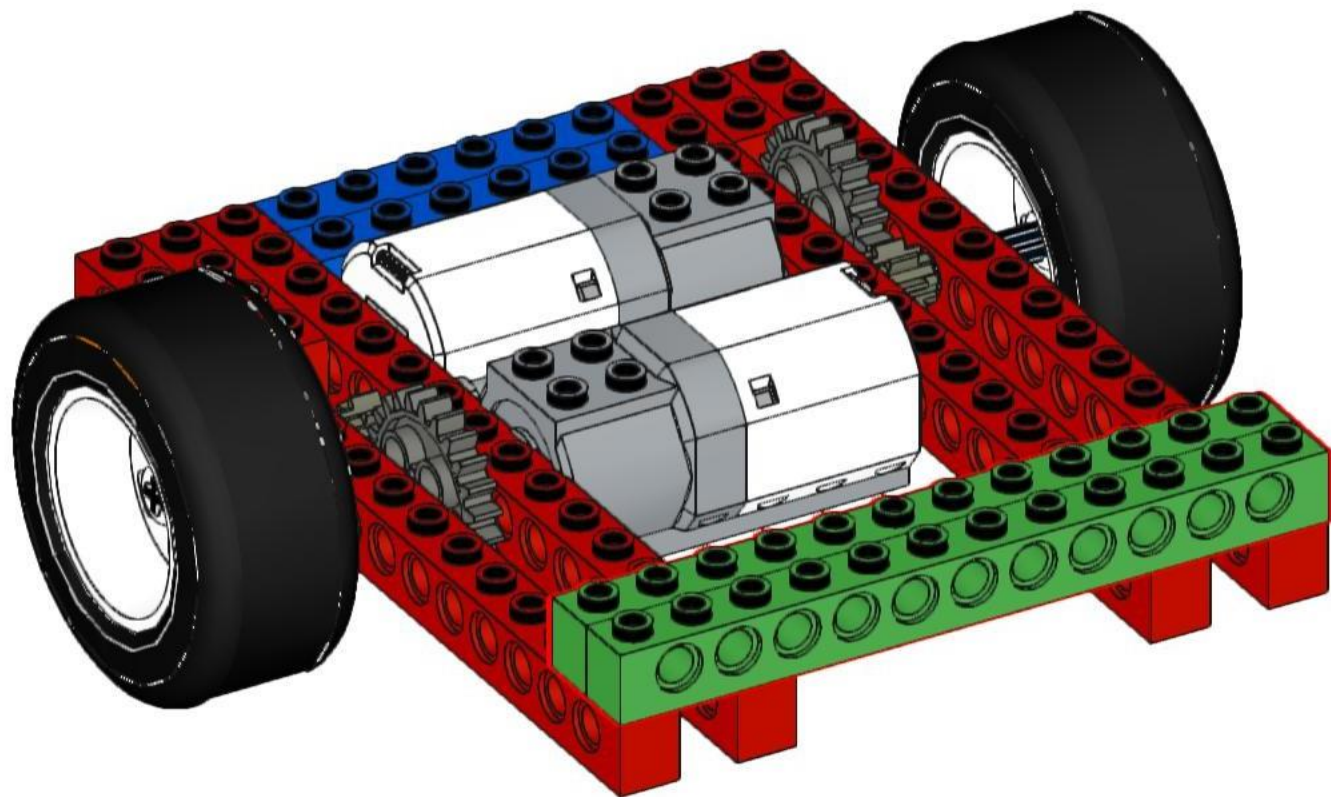
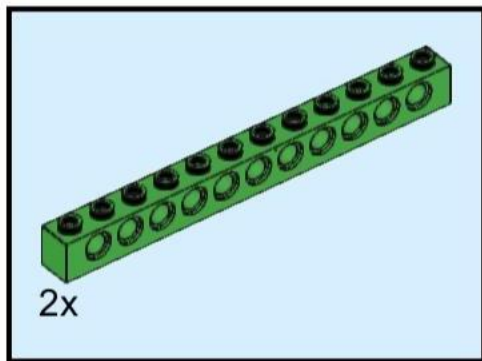
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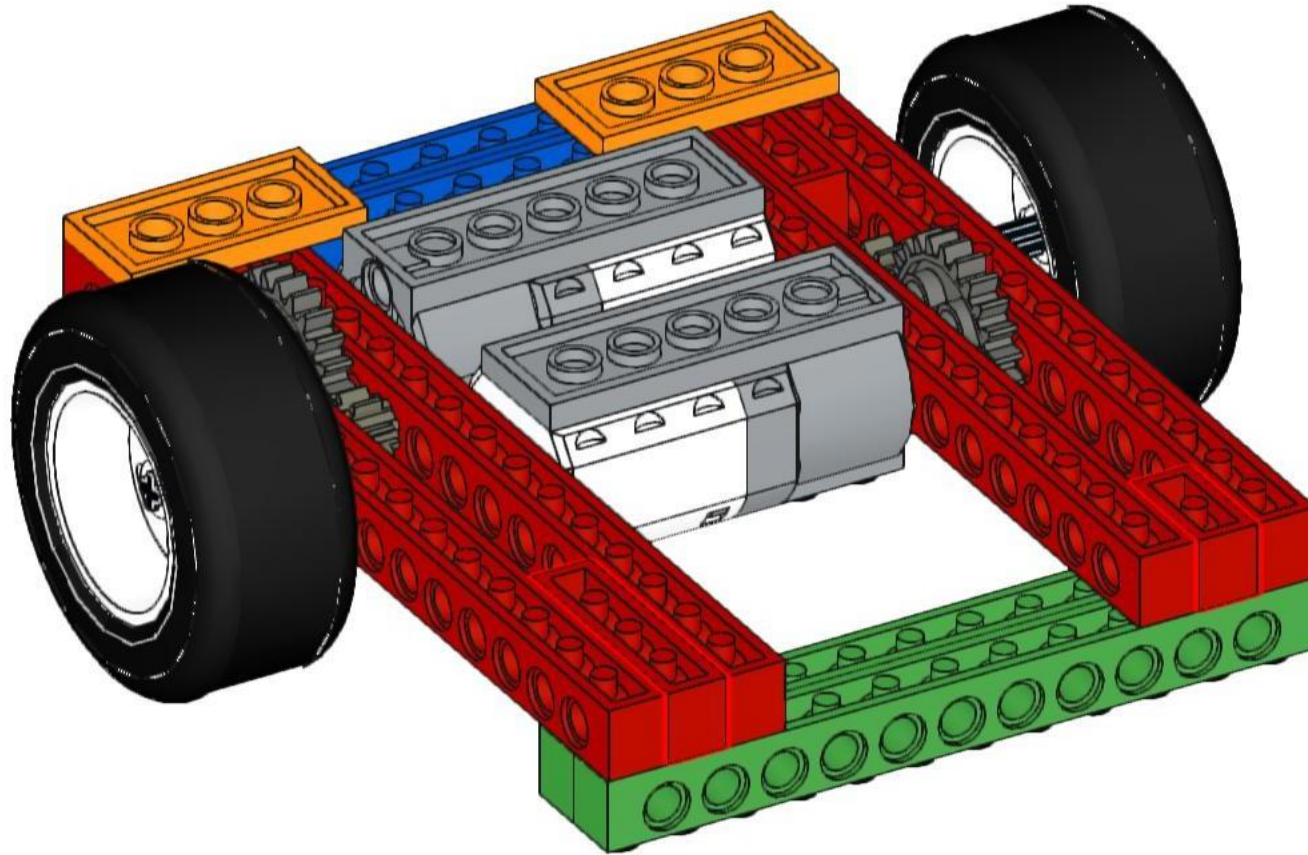
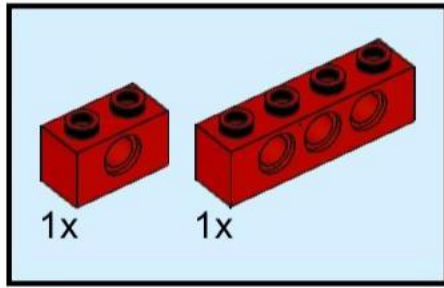
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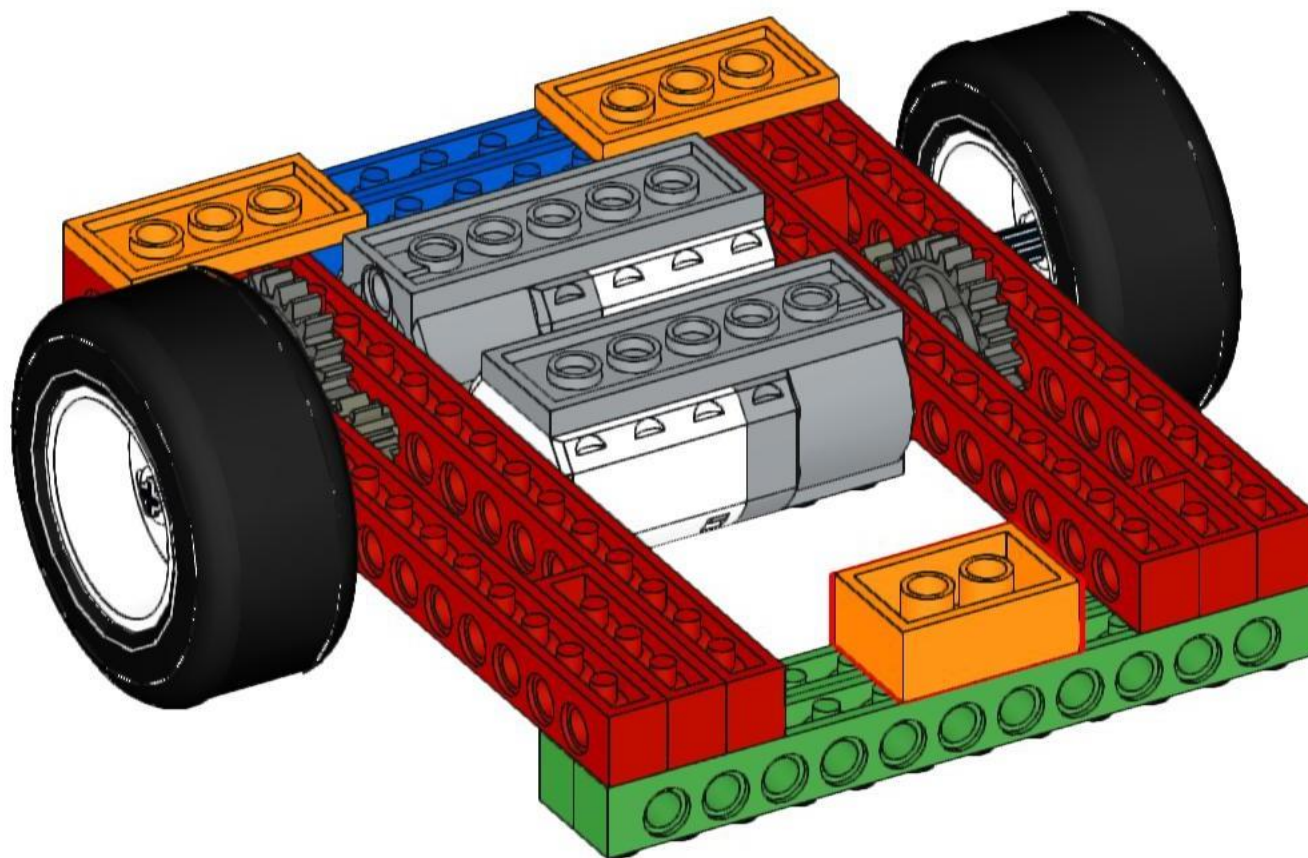
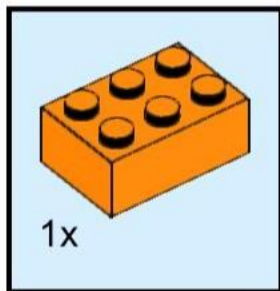
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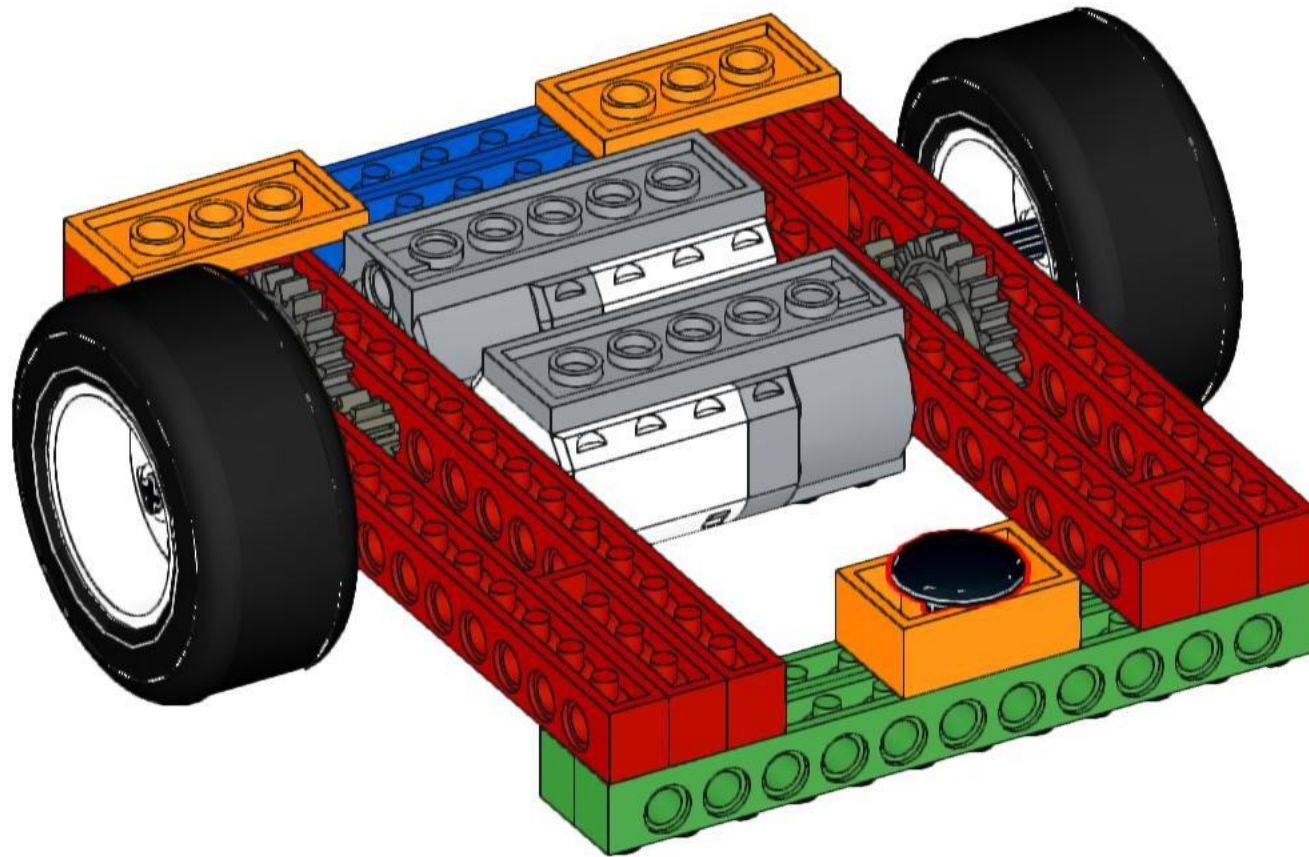
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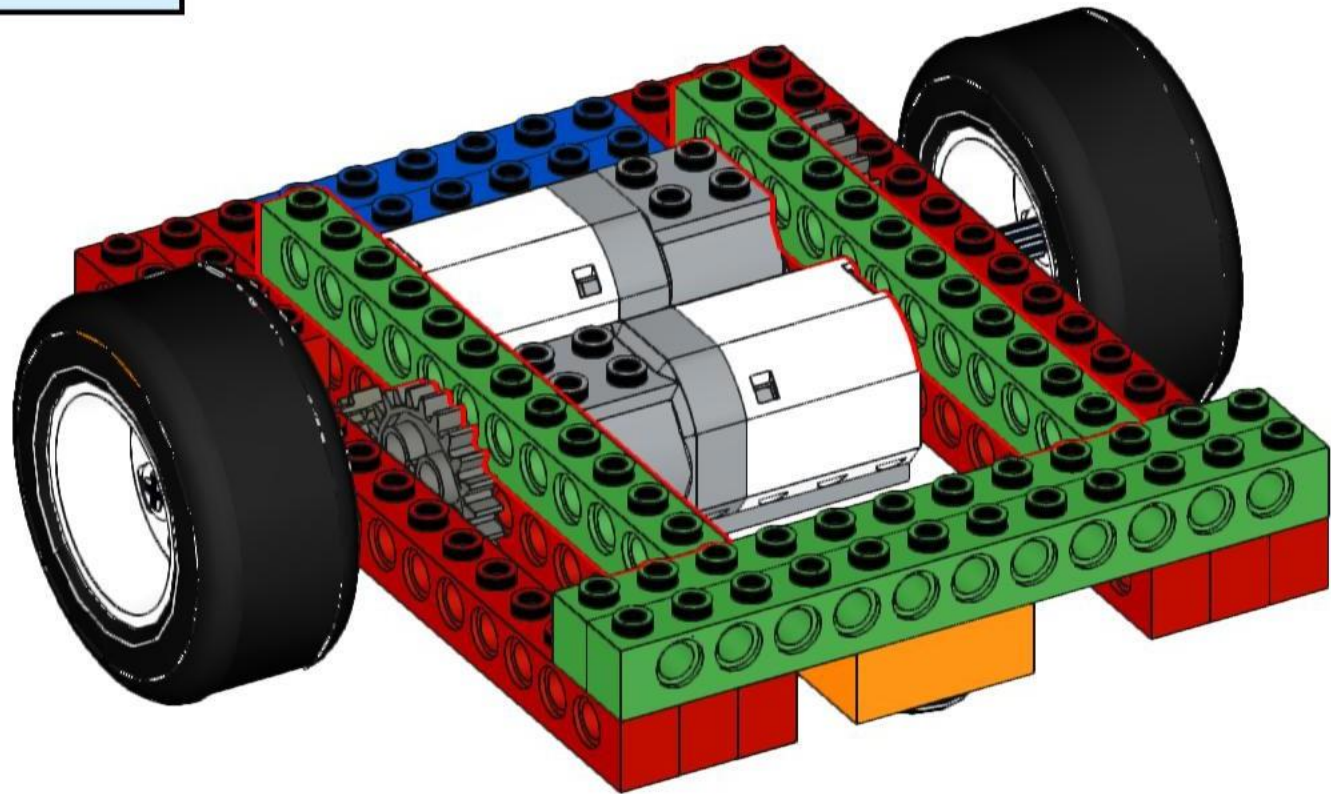
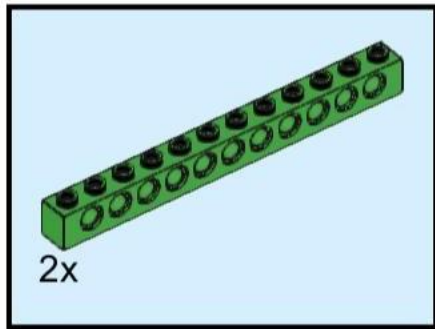
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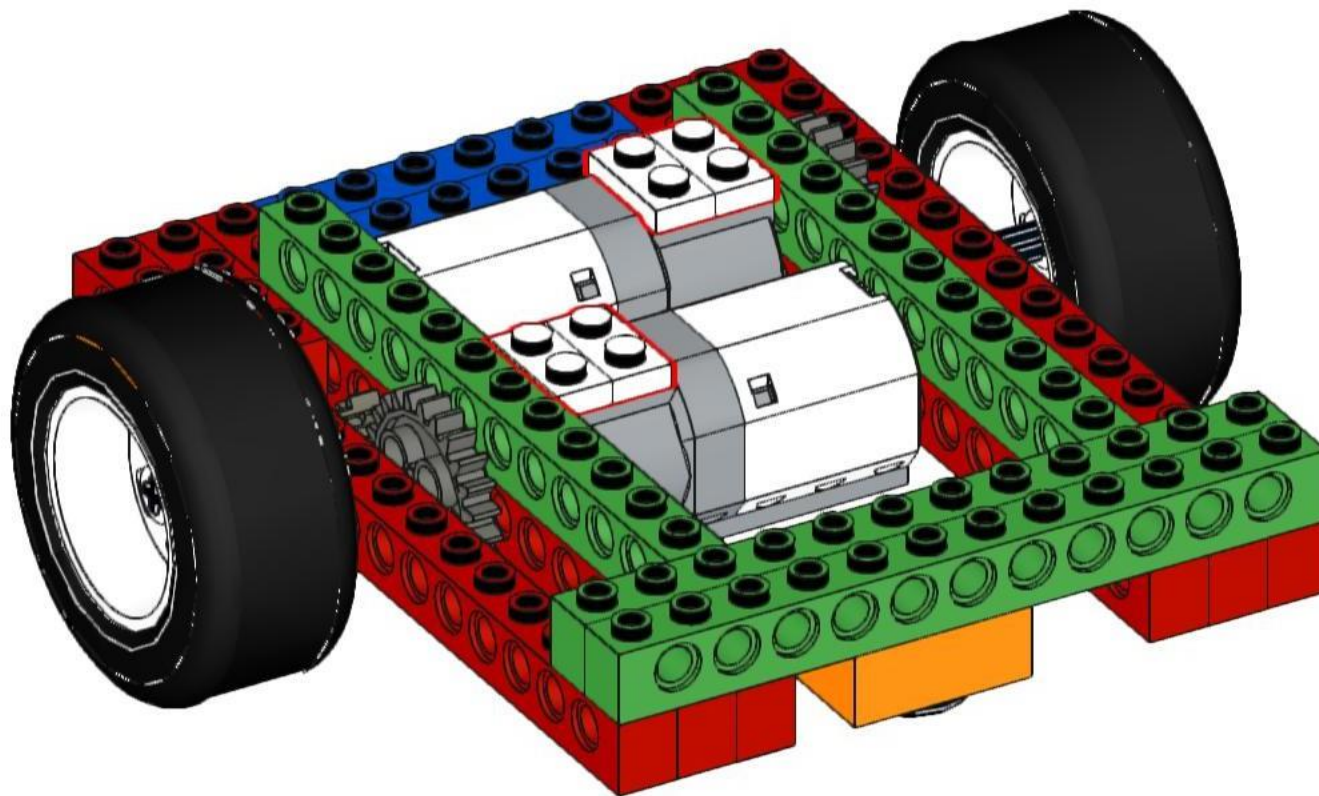
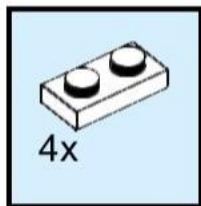
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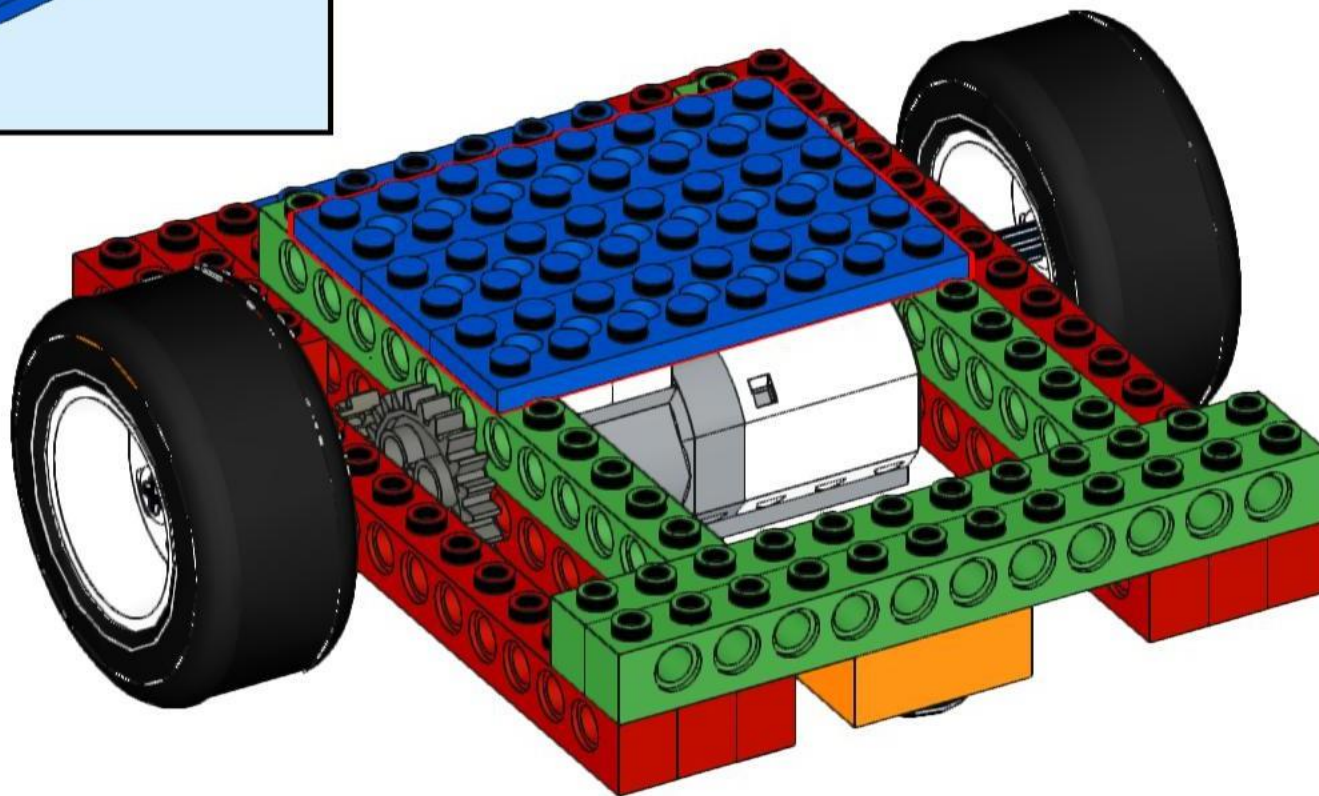
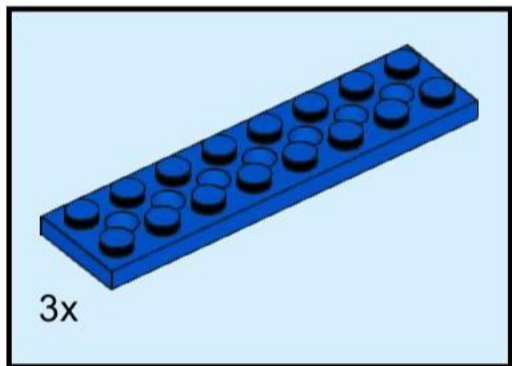
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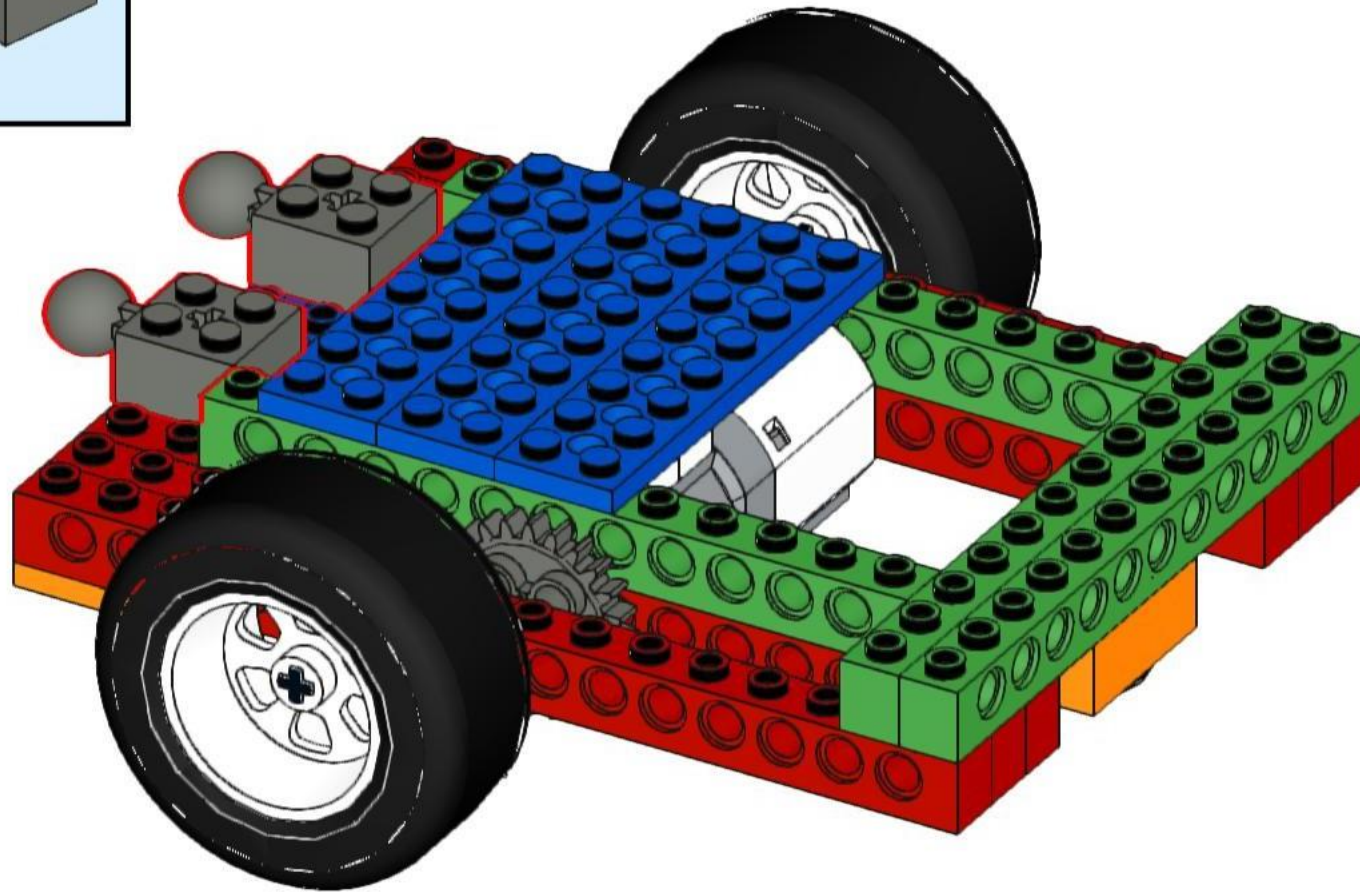
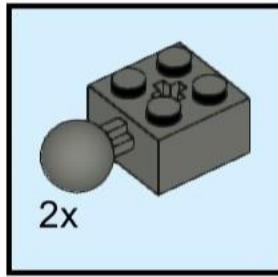
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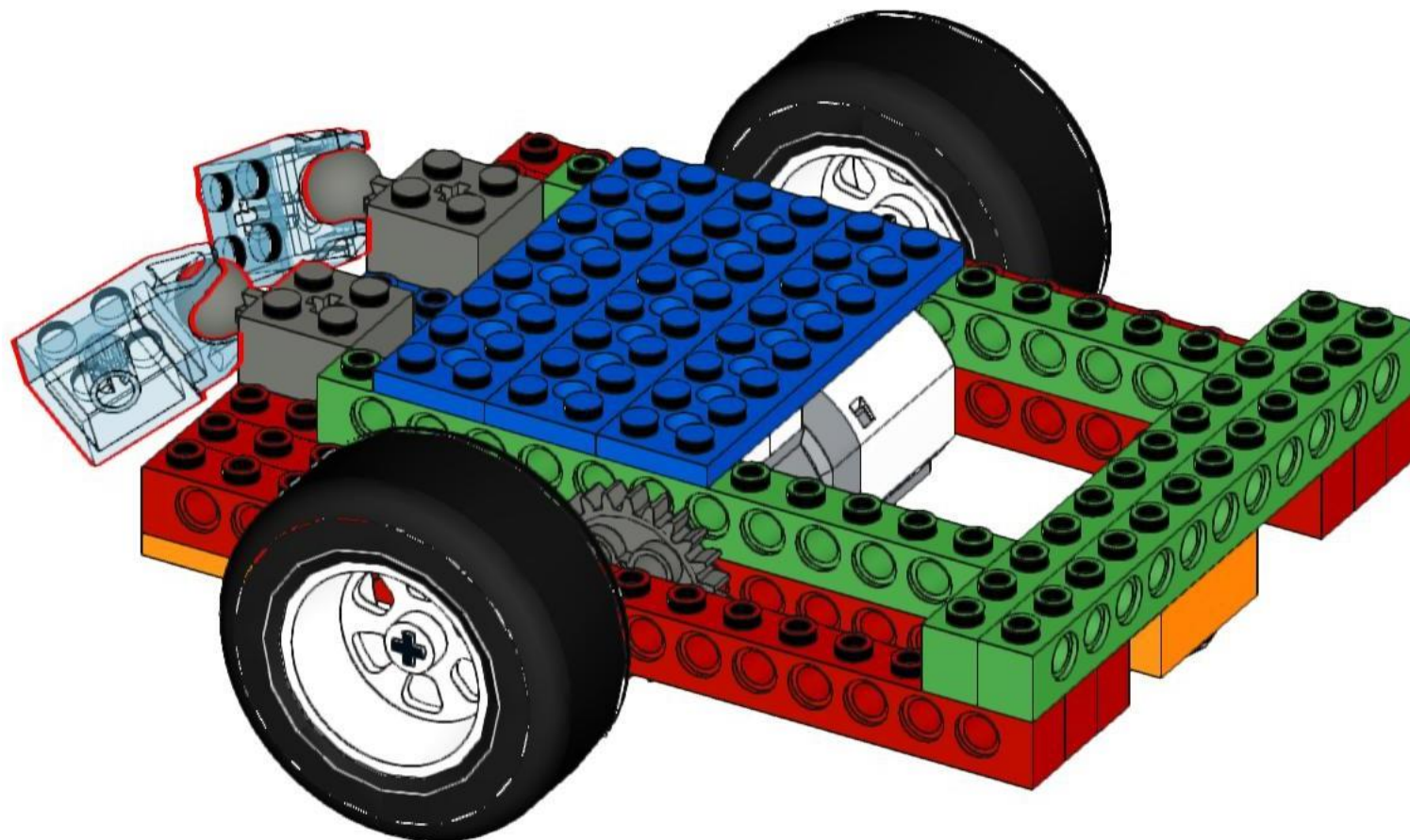
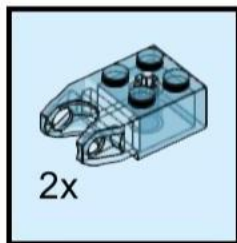
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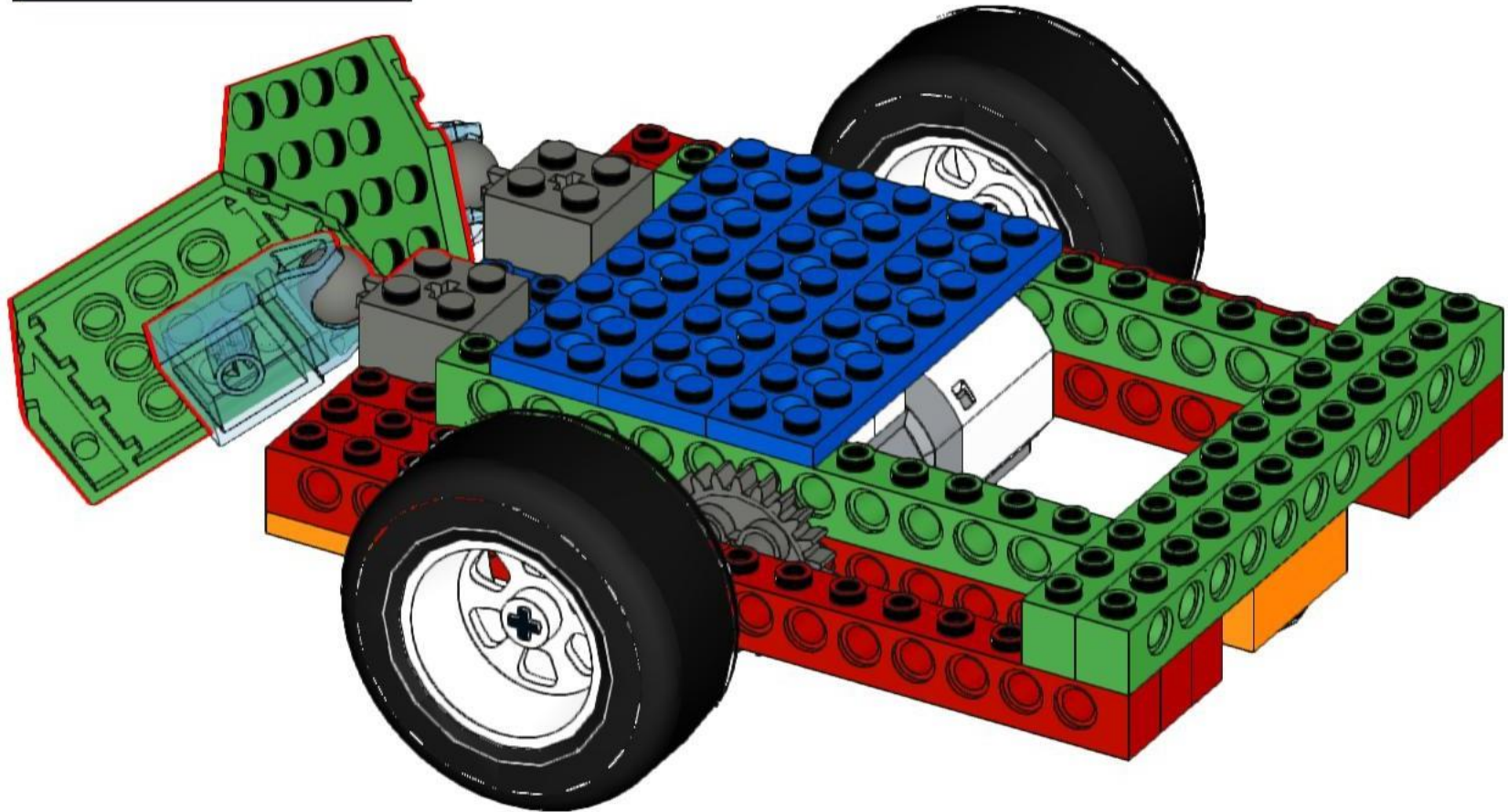
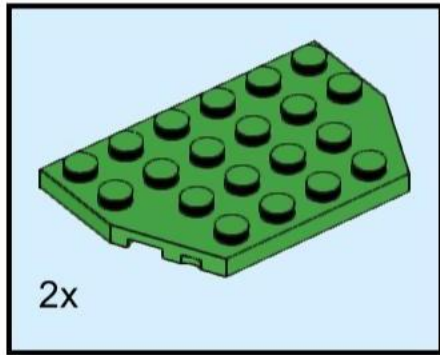
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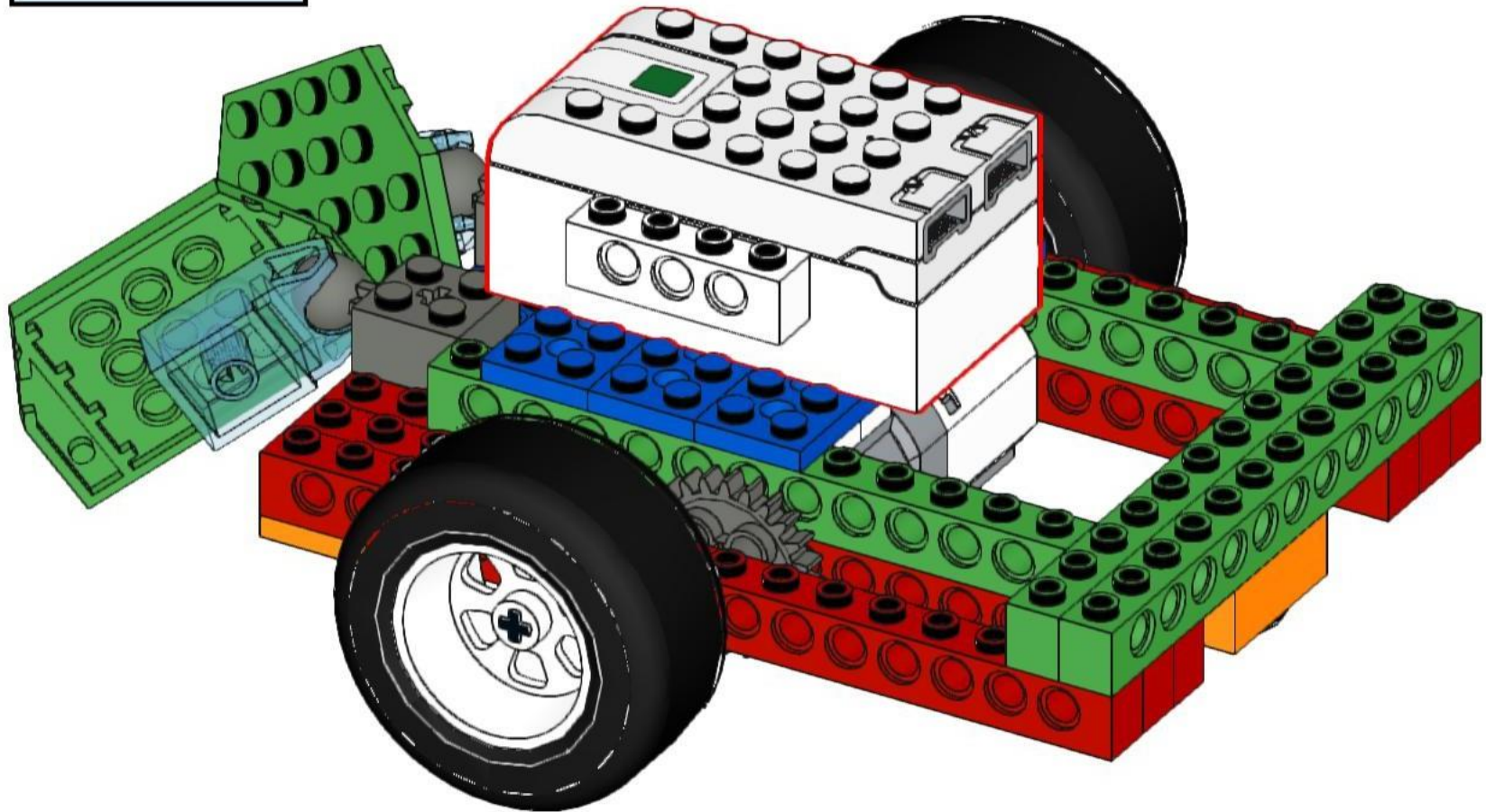
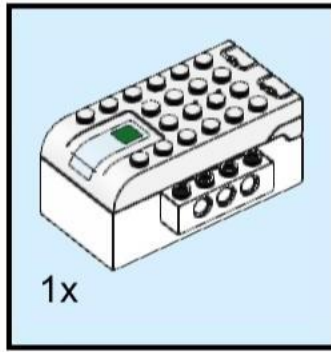
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28



29





CODE

EXAMPLES





1

```
when up arrow key pressed  
FORWARD
```

```
when down arrow key pressed  
BACKWARD
```

```
define FORWARD  
  display pattern  
  wait 0.5 seconds  
  clear all dot matrices  
  turn all motors on for 0.7 seconds  
  set motor A direction to this way  
  set motor B direction to that way
```

```
define RIGHT  
  display pattern  
  wait 0.5 seconds  
  clear all dot matrices  
  turn motor A on for 0.3 seconds  
  set motor A direction to this way
```

```
when left arrow key pressed  
LEFT
```

```
when right arrow key pressed  
RIGHT
```

```
define BACKWARD  
  display pattern  
  wait 0.5 seconds  
  clear all dot matrices  
  turn all motors on for 0.7 seconds  
  set motor A direction to that way  
  set motor B direction to this way
```

```
define LEFT  
  display pattern  
  wait 0.5 seconds  
  clear all dot matrices  
  turn motor B on for 0.3 seconds  
  set motor B direction to that way
```





```
when green flag clicked
repeat
  digital pin P0 = output HIGH
  digital pin P16 = output HIGH
  set x to read analog pin P1
  set y to read analog pin P2
  forever
  set x to read analog pin P1
  set y to read analog pin P2
  if x < 100 and y > 100 then
  if x < 550 and x > 470 then
  if y < 550 and y > 500 then
  STOP
  else if y < 950 and y > 600 then
  FORWARD
  else if y < 1023 and y > 560 then
  FAST_FORWARD
  else if y < 450 and y > 260 then
  BACKWARD
  else if y < 350 and y > 0 then
  FAST_BACKWARD
  if y < 550 and y > 470 then
  if x < 550 and x > 470 then
  STOP
  else if x < 1023 and x > 550 then
  LEFT
  else if x < 400 and y > 0 then
  RIGHT
  if y < 1023 and y > 650 then
  if x < 300 and x > 650 then
  RIGHT_WIDE
  else if x < 1023 and x > 550 then
  RIGHT_WIDER
  else if x < 400 and x > 250 then
  LEFT_WIDE
  else if x < 220 and x > 0 then
```

```
define LEFT_WIDE
  set motor A = direction to this way
  set motor B = direction to that way
  set motor A = power to 50
  set motor B = power to 50
```

```
define RIGHT_WIDE
  set motor A = direction to this way
  set motor B = direction to that way
  set motor A = power to 50
  set motor B = power to 50
```

```
define RIGHT
  set motor A = direction to this way
  set motor A = power to 50
  turn motor B = off
```

```
define FORWARD
  set all motors = power to 50
  set motor A = direction to this way
  set motor B = direction to that way
```

```
define LEFT_WIDER
  set motor A = direction to this way
  set motor B = direction to that way
  set motor A = power to 60
  set motor B = power to 100
```

```
define RIGHT_WIDER
  set motor A = power to 100
  set motor B = power to 50
  set motor A = direction to this way
  set motor B = direction to that way
```

```
define LEFT
  set motor B = direction to that way
  set motor B = power to 50
  turn motor A = off
```

```
define FAST_FORWARD
  set all motors = power to 100
  set motor A = direction to this way
  set motor B = direction to that way
```

```
define SPIN_LEFT
  set motor A = direction to that way
  set motor B = direction to this way
  set motor A = power to 50
  set motor B = power to 50
```

```
define SPIN_RIGHT
  set motor A = direction to this way
  set motor B = direction to that way
  set motor A = power to 50
  set motor B = power to 50
```

```
define STOP
  turn all motors = off
```

```
define BACK_LEFT
  turn motor A = off
  set motor B = direction to this way
  set motor B = power to 50
```

