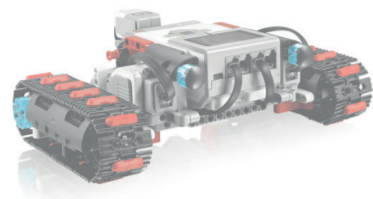# Program Descriptions

Tank Bot

1

Overview

The Tankbot Program tells the robot to drive in a shape based on a button press. There are 5 movement patterns as there are 5 Brick Buttons. There are two separate program sequences. The first controls the button presses and display on the screen. The second controls the movements.

1

This first sequence controls the reactions when the buttons are pressed. After the initialization, the outer loop runs. Variable Figure is used to set the shape of the drive and is checked if it equals zero with a Compare Block. If true, a Switch Block checks the Brick Buttons. Each possible button will draw a figure matching a shape, and then change Figure to a new number. Variable Figure is Compared again to Zero, and if it is not the second loop ends and you can push another button.
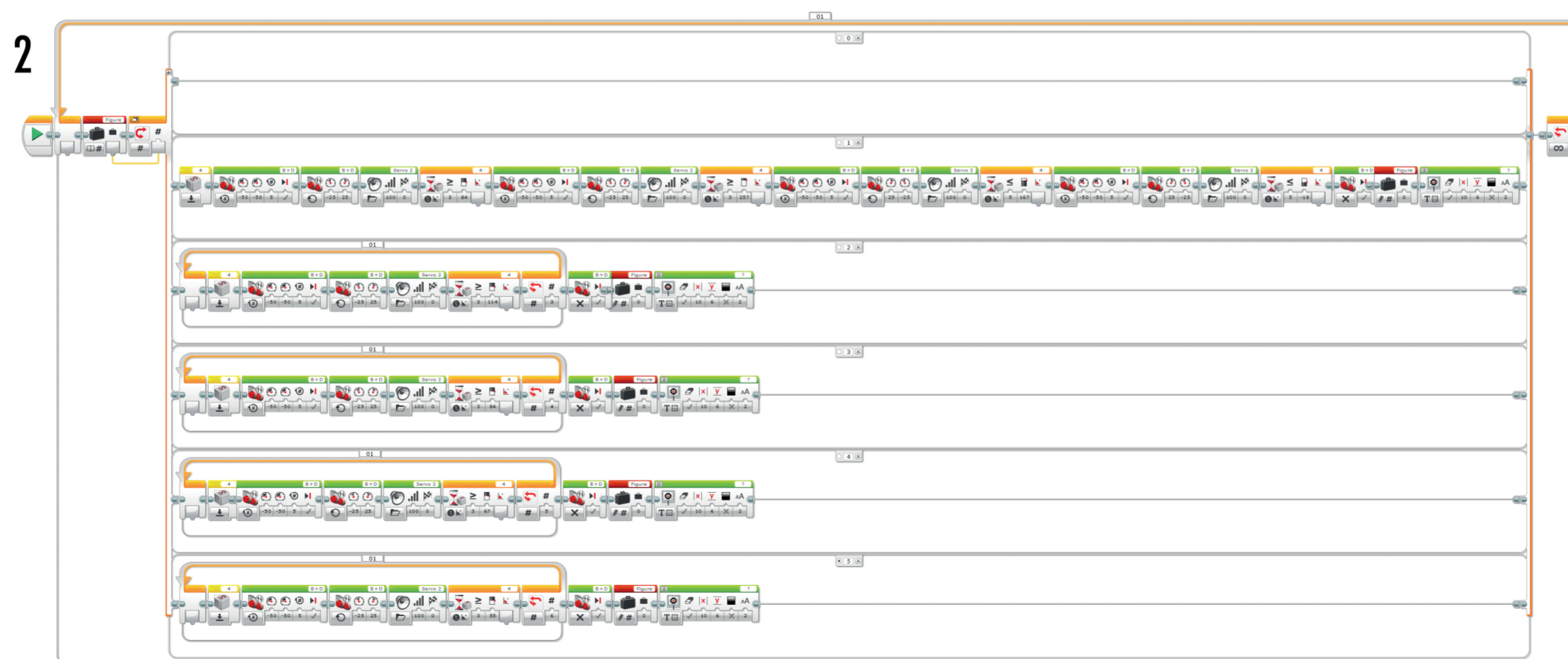
2

This sequence contains a Loop and Switch combination as used for a state machine. The Variable, Figure is used and the value is obtained from the other sequence in the program. Each Value creates a driving shape, and also sets the Variable Figure back to 0.

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