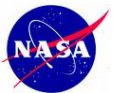


ZERO ROBOTICS

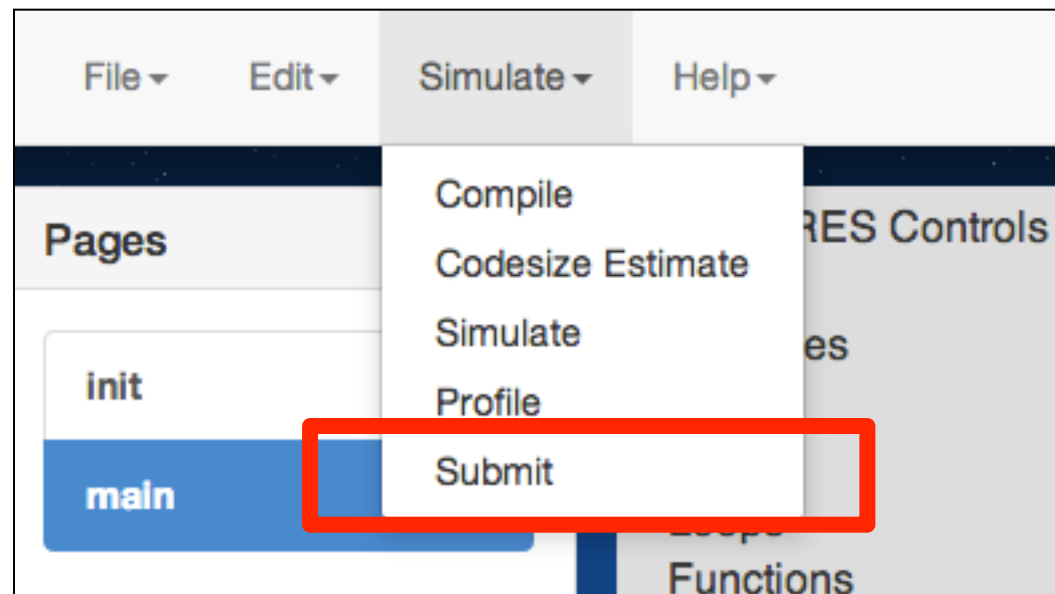
ISS PROGRAMING CHALLENGE

How to Submit Code



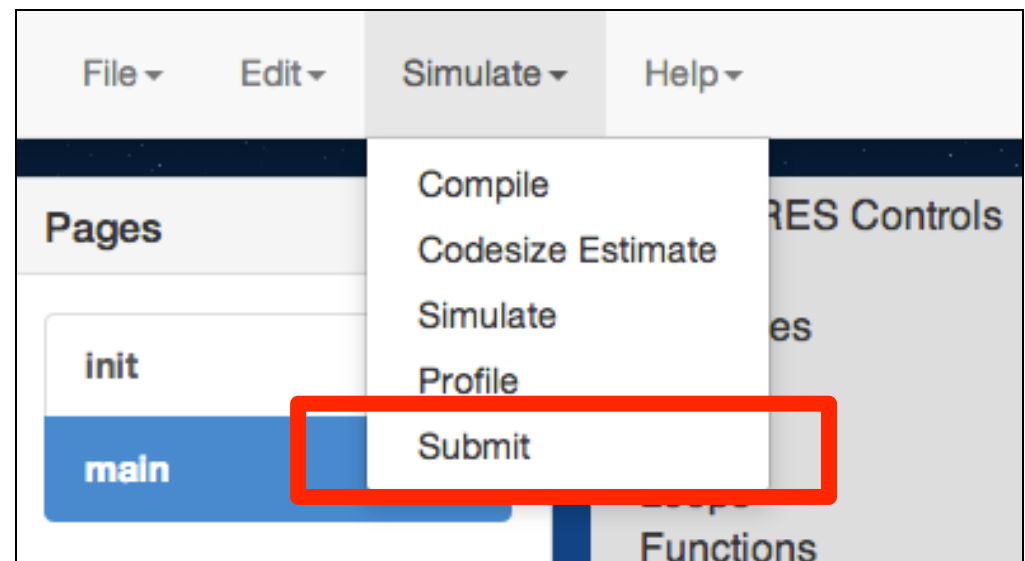
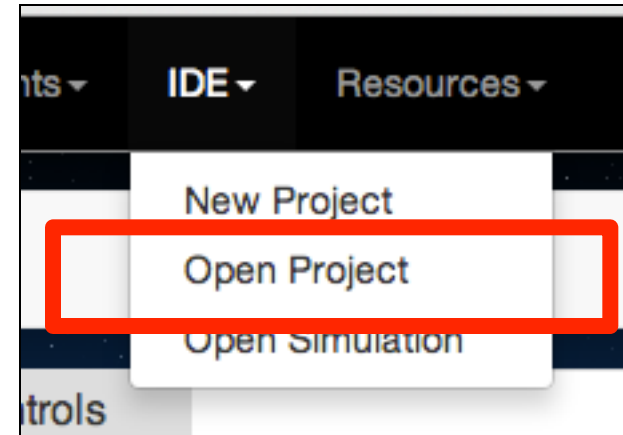


- In this tutorial you will learn
 - How to submit code for a competition!





- Ready to submit your code?
- Step 1: Open the project you want to submit
- Step 2: Go to the “Simulate” menu and select “Submit”





The Submit code window will open.

- Step 3: Select the name of your team (You will have options if you are member of more than 1 team)
- Step 4: Select the competition you are submitting to.

```

1 float step;
2 float positionA[3];
3
4 void setPos(float x, float y, float z) {
5     float pos[3];
6     pos[0] = x; pos[1] = y; pos[2] = z;
7     api.setPositionTarget(pos);
8 }
9
10 //Begin page init
11 void init() {
12     step = 0;
13     positionA[0] = 0;
14     positionA[1] = 0;
15     positionA[2] = 0;
16 }
17 //End page init
18
19 //Begin page main
20 void loop() {
21     if (step == 0) {
22         api.setPositionTarget(positionA);
23     }

```

Team Team 1 Competition Competition 1



- Step 5: Review code in :
 - void init ()
 - void loop ()
 - any pages you created
- Ignore code in:
 - void setPos() and everything that comes before it
 - This is boiler plate code added to all the graphical editor projects.
- Verify that this is the code you want to submit

```

1 float step;
2 float positionA[3];
3
4 void setPos(float x, float y, float z) {
5     float pos[3];
6     pos[0] = x; pos[1] = y; pos[2] = z;
7     api.setPositionTarget(pos);
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10 //Begin page init
11 void init() {
12     step = 0;
13     positionA[0] = 0;
14     positionA[1] = 0;
15     positionA[2] = 0;
16 }
17 //End page init
18
19 //Begin page main
20 void loop() {
21     if (step == 0) {
22         api.setPositionTarget(positionA);
23     }
24 }
25 //End page main
    
```



At the bottom of the window

- Step 6: Click on the check box to confirm your submittal
- Step 7: Select “Submit”

A screenshot of a submission confirmation dialog box. It features a text label "The code above is my team's official competition program" preceded by an unchecked checkbox. To the right of the text are two buttons: "Cancel" and "Submit". The checkbox and the "Submit" button are highlighted with red rectangular boxes.



- Congratulations!
 - You have learned how to:
 - Submit your code to the competition
- Good Luck!

