**Steer Component**

Steer is used to control the motion and direction of the vehicle. Using a RC servo to locate its output arm to the exactly the same position of the corresponding movement. It must follow the accurate direction which is controlled by the system. The vehicle is able to go straight (0 degree), sharp left (90 degrees), slight left, sharp right (90 degrees), slight right. Set digital pin 9 as the command pin for determining the servo angle (SA) and create variable for storing SA. Write in the variable to move the servo in a certain rotation. The controller circuit needs to read the input signal and translate it into a motor revolution. Servo type selection is important, people needs to consider precision, speed for translation (how long it will delay), strength, break strength (how much weight can be loaded on the vehicle without unexpected movement), size. In this case, a cheaper and lighter servo should be choosing even though it may have lower torque.

Input:

* Controller circuit reads the input signal from servo
* Set angle value to the variable for the servo to move in a required direction

Output:

* Input signal translate into a motor revolution
* Servo locates its output arm to the same direction of the movement

**MIS and MID**

**MIS**

ControlModule – Main Function controls the motion and reaction of the car to an obstacle

Type – Enum

Uses – None

**MID**

action() – Method of the ControlModule used to specify the direction of the vehicle to move

Type – Binary

Uses – ControlModule

**MID**

myservo – Method of the ControlModule used to turn the vehicle into certain angle

Type – Enum

Uses – None