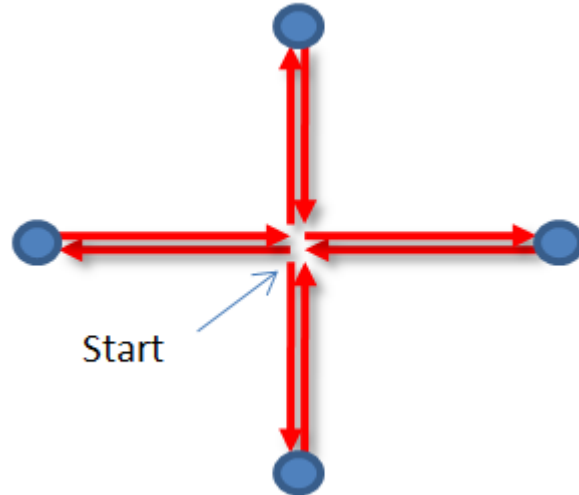Print

Series 1: Easy drive paths

1. A TurtleRobot to successively reach 4 places by first forwärts drives up to the first place, turns 180 degrees and moves back to the starting point. Then it moves in the same manner to the other three positions, which are the same distance from the starting point. Solve this problem in a direct, autonomous and simulation mode.

2. Use to program a Turtle Robot and a while or a for structure to the adjacent path.
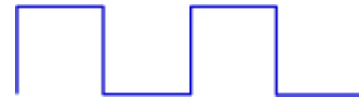
3. Use to program a Lego Robot with gear and a while or a for structure to the adjacent path.

4. A TurtleRobot is a figure that consists of 4 squares depart. Use the method square (). Be first solve the problem in the simulation mode and then copy the program into an online editor with the template EV3direct.