**COMMAND** **NAME**: WHEN

**COMMAND FUNCTION**: When this command is called it will increment the command number and sets HISTORIC\_OUTPUT and CURRENT\_OUTPUT value to FALSE.

**COMMAND CONSTRAINT:**

* It is just a keyword which should come before any inputs.

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**COMMAND** **NAME:** THEN

**COMMAND FUNCTION**: When THEN command is called it will just increment the command number and not perform any function.

**COMMAND CONSTRAINT:**

* Then is also a keyword which should come after inputs and before outputs.

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**COMMAND** **NAME**: WAIT\_FOR

**COMMAND FUNCTION**: WAIT\_FOR command is used with multiple inputs with logical OR/AND commands ex: WAIT\_FOR LIGHT OR/AND TOUCH.

**COMMAND CONSTRAINT:**

* TBD.

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**COMMAND** **NAME**: FOR

**COMMAND FUNCTION**: FOR is used with numbers (1 to 9) ex: FORWARD FOR FIVE SECONDS. But it does not perform any function it will increment the command number.

**COMMAND CONSTRAINT:**

* It should come after outputs and before any number duration.

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**COMMAND** **NAME**: OR

**COMMAND FUNCTION**: Maximum number of OR used is limited to one. OR can be used in input and output commands like WHEN LIGHT OR SOUND THEN BUZZER OR BLINK\_EYES. When OR command encountered, Historical value ORed with current value of output

**COMMAND CONSTRAINT:**

* it should come with inputs, it should perform output if either of the inputs are true.

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**COMMAND** **NAME**: AND

**COMMAND FUNCTION**: Maximum number of AND used is limited to one. AND can be used in input and output commands like WHEN LIGHT AND SOUND THEN BUZZER AND BLINK\_EYES. When AND command encountered, Historical value ANDed with current value of output

**COMMAND CONSTRAINT:**

* it should come with inputs, it should perform output if any one of the inputs are true.

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**COMMAND** **NAME**: NEXT

**COMMAND FUNCTION**: When this command is called it will increment the command number and sets HISTORIC\_OUTPUT and CURRENT\_OUTPUT value to FALSE.

**COMMAND CONSTRAINT:**

* it should execute the task related to 1st input then it should take 2nd input value and it should execute 2ND output.

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**COMMAND** **NAME**: STOP

**COMMAND FUNCTION**: when STOP command is executed it will clear HISTORIC and CURRENT\_OUTPUTS and going to next execution freshly.

**COMMAND CONSTRAINT:**

* it should deactivate all outputs.

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**COMMAND** **NAME**: REPEAT

**COMMAND FUNCTION**: REPEAT command is used to execute once again the all commands I.e it will repeats the previous commands.

**COMMAND CONSTRAINT:**

* it should repeat the process.

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**COMMAND** **NAME**: RETURN

**COMMAND FUNCTION**: RETURN command is used to perform the task in reverse manner for ex: FORWARD FOR FIVE SECONDS THEN LEFT FOR FOUR ROTATIONS AND RETURN. This means it should perform the task first and at end it should reverse the process.

**COMMAND CONSTRAINT:**

* it should perform the output tasks in reverse way.

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**COMMAND** **NAME**: GO

**COMMAND FUNCTION**: TBD.

**COMMAND CONSTRAINT:**

* TBD.

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**COMMAND** **NAME**: ELSE

**COMMAND FUNCTION**: TBD.

**COMMAND CONSTRAINT:**

* TBD.

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**COMMAND** **NAME**: WALL

**COMMAND FUNCTION**: Reads the input from front IR and performs the tasks if WALL input is HIGH i.e. if wall is detected.

**COMMAND CONSTRAINT:**

* it will take input as true when there is wall or obstracle.

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**COMMAND** **NAME**: NO\_WALL

**COMMAND FUNCTION**: Reads the input from front IR and performs the tasks if NO\_WALL input is HIGH i.e if wall is not detected.

**COMMAND CONSTRAINT:**

* it will take input as true when there is no wall or obstracle.

**COMMAND** **NAME**: LIGHT

**COMMAND FUNCTION**: Reads the input from LDR and performs the task if LIGHT input is high i.e. if light is detected.

**COMMAND CONSTRAINT:**

* it will take input as true when there is light.

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**COMMAND** **NAME**: DARK

**COMMAND FUNCTION**: Reads the input from LDR and performs the task if DARK input is high i.e. if DARK is detected.

**COMMAND CONSTRAINT:**

* It will take input as true when there is no light.

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**COMMAND** **NAME**: SOUND

**COMMAND FUNCTION**: Reads the input from the mic input and performs the task.

**COMMAND CONSTRAINT:**

* it is an input which will take sound as input.

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**COMMAND** **NAME**: FORWARD

**COMMAND FUNCTION**: performs forward operation.

**COMMAND CONSTRAINT:**

* The motor should be in forward state till it finds any obstracle.

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**COMMAND** **NAME**: LEFT

**COMMAND FUNCTION**: performs left operation.

**COMMAND CONSTRAINT:**

* Motor should turn left and it will be in forward mode till it finds any obstracle.

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**COMMAND** **NAME**: REVERSE

**COMMAND FUNCTION**: performs reverse operation.

**COMMAND CONSTRAINT:**

* The motor would be reverse mode till it counts 250 holes in wheels.

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**COMMAND** **NAME**: RIGHT

**COMMAND FUNCTION**: performs RIGHT operation.

**COMMAND CONSTRAINT:**

* Motor should turn right and it will be in forward mode till it finds any obstracle.

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**COMMAND** **NAME**: BLINK\_EYES

**COMMAND FUNCTION**: performs blinking of eyes.

**COMMAND CONSTRAINT:**

* It should blink the eyes for defined time period.

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**COMMAND** **NAME**: BUZZER

**COMMAND FUNCTION**: perform buzzing operation.

**COMMAND CONSTRAINT:**

* Just buzzing and stop.

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**COMMAND** **NAME**: B\_DAY

**COMMAND FUNCTION**: through buzzer it will produce B\_DAY tone.

**COMMAND CONSTRAINT:**

* Executing birthday tone.

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**COMMAND** **NAME**: SECONDS

**COMMAND FUNCTION**: this is a time period for which the output task should be performed.ex: FORWARD FOR FIVE SECONDS.

**COMMAND CONSTRAINT:**

* We should activate the outputs till it reaches time constraints.

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**COMMAND** **NAME**: MINUTES

**COMMAND FUNCTION**: this is a time period for which the output task should be performed.ex: FORWARD FOR FIVE MINUTES.

**COMMAND CONSTRAINT:**

* We should activate the outputs till it reaches time constraints.

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**COMMAND** **NAME**: HOURS

**COMMAND FUNCTION**: this is a time period for which the output task should be performed.ex: FORWARD FOR FIVE HOURS.

**COMMAND CONSTRAINT:**

* We should activate the outputs till it reaches time constraints.

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**COMMAND** **NAME**: ROTATIONS

**COMMAND FUNCTION**: this is a time period for which the output task should be performed.ex: FORWARD FOR FIVE ROTATIONS.

**COMMAND CONSTRAINT:**

* Rotations one wheel should forward and another should reverse.

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**COMMAND** **NAME**: FOOT

**COMMAND FUNCTION**: this is a time period for which the output task should be performed.ex: FORWARD FOR FIVE FOOT.

**COMMAND CONSTRAINT:**

* for one foot the wheel should forward till it completes 8 holes.

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**COMMAND** **NAME**: DEGREES

**COMMAND FUNCTION**: TBD

**COMMAND CONSTRAINT:**

* TBD

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**COMMAND** **NAME**: DANCE

**COMMAND FUNCTION**: When this command is called it will perform dance operation by moving bot front and back, blinking eyes and producing a music through buzzer.

**COMMAND CONSTRAINT:**

* The bot should perform dance function and it should stop.

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**COMMAND** **NAME**: ZERO

**COMMAND FUNCTION**: this is a number to indicate for how many times the output command should perform its task.

**COMMAND CONSTRAINT:**

* Number to count the duration for which output should be activated.

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**COMMAND** **NAME**: ONE

**COMMAND FUNCTION**: this is a number to indicate for how many times the output command should perform its task.

**COMMAND CONSTRAINT:**

* Number to count the duration for which output should be activated.

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**COMMAND** **NAME**: TWO

**COMMAND FUNCTION**: this is a number to indicate for how many times the output command should perform its task.

**COMMAND CONSTRAINT:**

* Number to count the duration for which output should be activated.

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**COMMAND** **NAME**: THREE

**COMMAND FUNCTION**: this is a number to indicate for how many times the output command should perform its task.

**COMMAND CONSTRAINT:**

* Number to count the duration for which output should be activated.

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**COMMAND** **NAME**: FOUR

**COMMAND FUNCTION**: this is a number to indicate for how many times the output command should perform its task.

**COMMAND CONSTRAINT:**

* Number to count the duration for which output should be activated.

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**COMMAND** **NAME**: FIVE

**COMMAND FUNCTION**: this is a number to indicate for how many times the output command should perform its task.

**COMMAND CONSTRAINT:**

* Number to count the duration for which output should be activated.

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**COMMAND** **NAME**: SIX

**COMMAND FUNCTION**: this is a number to indicate for how many times the output command should perform its task.

**COMMAND CONSTRAINT:**

* Number to count the duration for which output should be activated.

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**COMMAND** **NAME**: SEVEN

**COMMAND FUNCTION**: this is a number to indicate for how many times the output command should perform its task.

**COMMAND CONSTRAINT:**

* Number to count the duration for which output should be activated.

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**COMMAND** **NAME**: EIGHT

**COMMAND FUNCTION**: this is a number to indicate for how many times the output command should perform its task.

**COMMAND CONSTRAINT:**

* Number to count the duration for which output should be activated.

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**COMMAND** **NAME**: NINE

**COMMAND FUNCTION**: this is a number to indicate for how many times the output coomand should perform its task.

**COMMAND CONSTRAINT:**

* Number to count the duration for which output should be activated.

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**COMMAND** **NAME**: NO\_COIN

**COMMAND FUNCTION**: when there is NO\_COIN it should increment the command number.

**COMMAND CONSTRAINT:**

* No action.

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**COMMAND** **NAME**: TOUCH

**COMMAND FUNCTION**: NOT INCLUDED.

**COMMAND CONSTRAINT:**

* NOT INCLUDED.

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**COMMAND** **NAME**: RAIN

**COMMAND FUNCTION**: NOT INCLUDED.

**COMMAND CONSTRAINT:**

* NOT INCLUDED.

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