

# GetME Out: Robotics Programming

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# GetME Out Workshop: Robotics Programming with micro: Maqueen

# The GetME Out Workshop is a Hands-On Experience

#### The objectives:



An opportunity for all of you to gain knowledge of computer science.



An introduction to fundamental concepts and applications of computer science.



# The GetME Out Workshop is a Hands-On Experience

#### The objectives:



Run a range of activities that focus on physical computing, featuring things that move, buzz, or light up.



Having fun with coding while also learning.



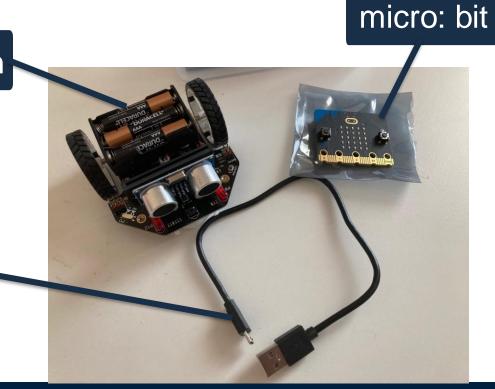
#### **Hardware Equipment**



#### **Hardware Equipment**

micro: Maqueen

USB cable





## Software

Microsoft MakeCode

an online learn-to-code platform

https://makecode.microbit.org/























## Activity 1: MakeME WALK

# Motors

#### Control Motor

Motor: left, right, all

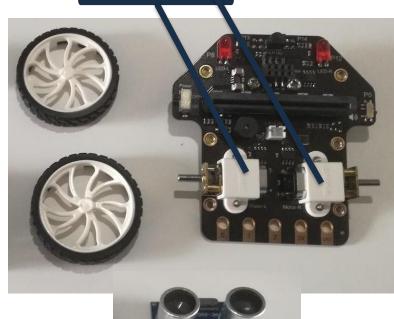
Rotate Direction: forward, backward

Speed: 0~255

Function: control the Maqueen's speed and

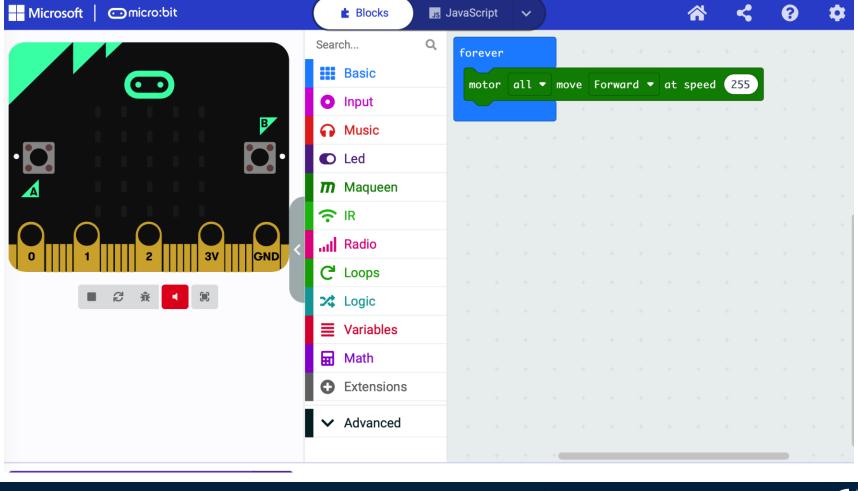
movement (forward/backward, turn left/right,

stop).









#### Task 1: 5 Minutes





## Activity 2: MakeME SENSE



#### Read Ultrasonic Sensor

Return Value: decimal integer

Unit: cm

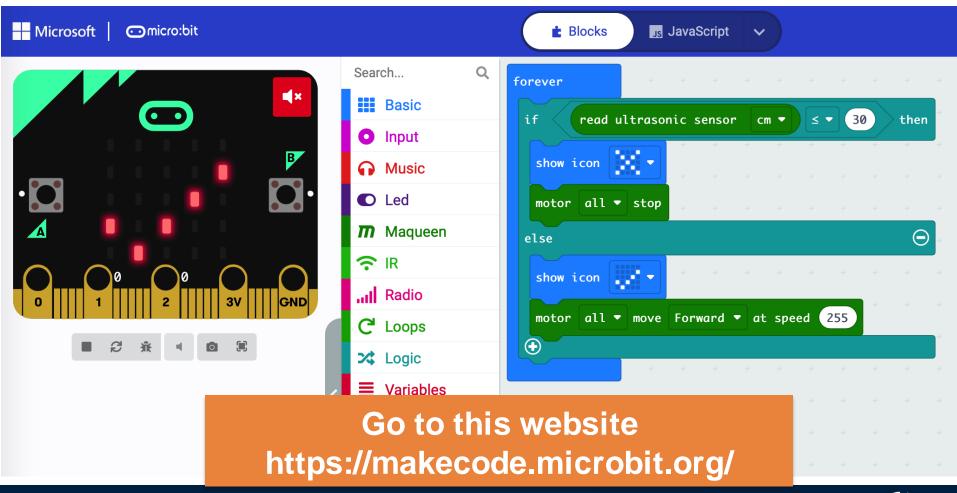
Function: read the distance of the sensor and obstacle ahead. The sensor provides a 2~400cm detection range, and 1cm~3cm error. The output will be more accurate in 20cm~80cm. The return value will be 0 when exceeding 400cm.











#### Task 2: 5 Minutes





Task: write a simple program that makes the robot keep moving, unless it faces obstacles, then changes direction and avoid the obstacles



## Activity 3: MakeME SEE



#### Read Line-tracking Sensor

Sensor: left, right

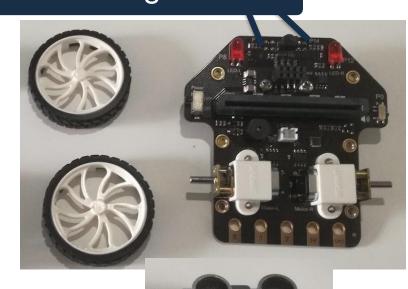
Return Value: 0, 1

Function: read the value of line-tracking

sensor on the bottom of Maqueen car.

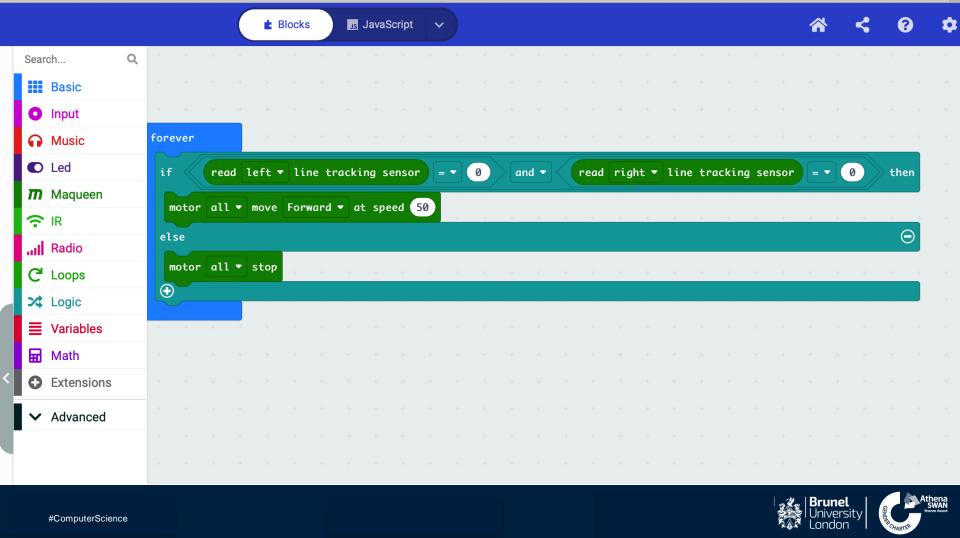
When detected a black line, Maqueen indicator turns off, the sensor outputs 0; When detected white color, the indicator turns on, and output 1.

#### Line tracking sensors









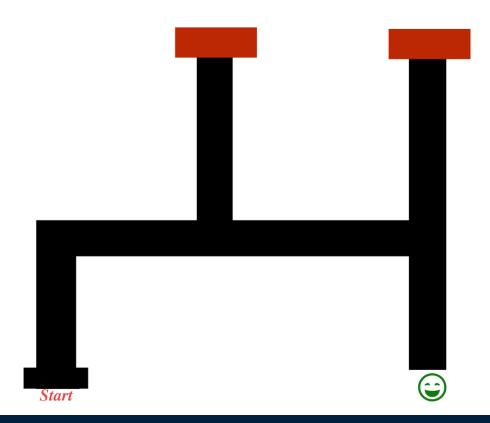
## **Challenge: 15-20 Minutes**



#### Work together on this



## **Challenge: GetME Out**



#### **Challenge: GetME Out**

#### **Challenge Support Sheet**





Hint 1: In the code block below, when the Maqueen's line-tracking sensors (left and right) detect the black line, then Maqueen's motor is put to move forward at speed 70. Therefore, when both sensors detect a black line, the robot moves forward at a speed of 70

Hint 2: In the code block below, when the Maqueen's left line-tracking sensor detects white and the right sensor detects the black line, then Maqueen's left motor put to move forward at a speed of 70 and the right motor is put to move forward at speed 0. This means that if the robot detects white on the left sensor and black on the right sensor, then the robot rotates to the left.

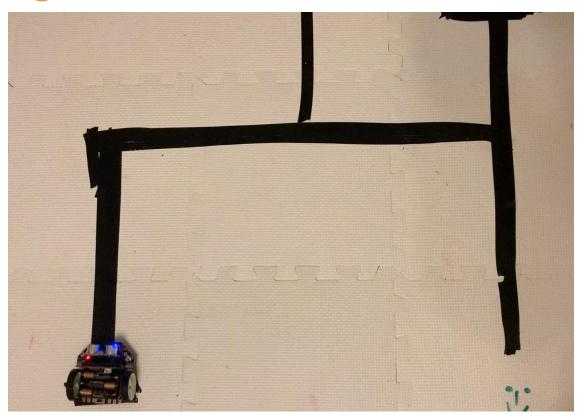
```
of read left * live tracking sensor - * 1) and * (read right * live tracking sensor - * 1) then after left * more formerd * at speed (2) motor right * more formerd * at speed (3)
```

Hint 3: In the code block below, when Maqueen's right line-tracking sensor detects white and the left sensor detects the black line, then Maqueen's right motor put to move forward at a speed 70 and the left motor is put to move forward at speed 0. This means that if the robot detects white on the right sensor and black on the left sensor, then the robot rotates to the right.

```
if read right * line tracking sensor ** 1 and * read left * line tracking sensor ** 1 then
noter right * now forward * at speed (2)
noter left * now forward * at speed (2)
(3)
```

Hint 4: In the code block below, when Maqueen's line-tracking right sensor detects white and the left sensor detects white, then maqueen's left motor put to move forward at a speed of 30 and the left motor is put to move backward at speed -30. This means that if the robot detects white on both sensors, then the robot stays in the same place and rotates.

```
If read left + line tracking sensor -- 1 and - read right + line tracking sensor -- 1 then
water left + move forward + at speed 10
water right + move Rockment + at speed 30
0
```







# **Any Questions?**