

Allowing end-user developer to edit the generated code

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```
from lib.ur3.FunctionLibrary import FunctionLib
import rospy

def pour_liquid(cylinder_name, beaker_name):
    # Initialize rospy and function library
    rospy.init_node('gpt')
    lib = FunctionLib()

    # Get the object dimension and location
    cylinder_dims = lib.get_object_dimensions(cylinder_name)
    cylinder_loc = lib.get_object_location(cylinder_name)

    # Move to the cylinder, grasp it and move up
    lib.go(cylinder_loc[0], cylinder_loc[1], cylinder_loc[2], cylinder_loc[3], cylinder_loc[4], cylinder_loc[5])
    lib.close_gripper(cylinder_name)

    # Pour the contents into the beaker
    lib.pour(beaker_name)

    # Move back to the starting location of the cylinder
    lib.go(cylinder_loc[0], cylinder_loc[1], cylinder_loc[2], cylinder_loc[3], cylinder_loc[4], cylinder_loc[5])

    # Release the cylinder
    lib.open_gripper()

    # Return to home position
    lib.move_to_home_position()
    rospy.sleep(0.5)
```

Conversation-based robot program generation

The screenshot displays a ROS2 environment with a 3D simulation of a robotic arm (UR3) and a terminal window. The simulation shows the robot arm positioned over a workspace containing several graduated cylinders and a beaker. The terminal window shows a conversation between a user and a GPT-based code generator. The user provides instructions, and the GPT model generates Python code to perform the tasks. The code is then executed in the terminal, and the robot arm performs the actions in the simulation.

1 The 3D simulation shows the robot arm and the workspace with objects.

2 The terminal window shows the user's input and the GPT model's response, including the generated Python code.

3 The terminal window shows the execution of the generated code, including the robot arm's movements and the pouring of liquid.