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**Example 10.3.** Design an autonomous robot using FSMs and stepper motors. Make the robot avoid walls.

VIDEO 10.7. ROBOT CAR - PROBLEM STATEMENT AND STG

Help

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DR. JONATHAN VALVANO: The fun problem we're going to solve, is to build a robot that moves around in a box.


And so, we're going to have walls around our robot and we're going to place it inside.

So the problem we're going to solve today, is what happens when the robot approaches a wall



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Help