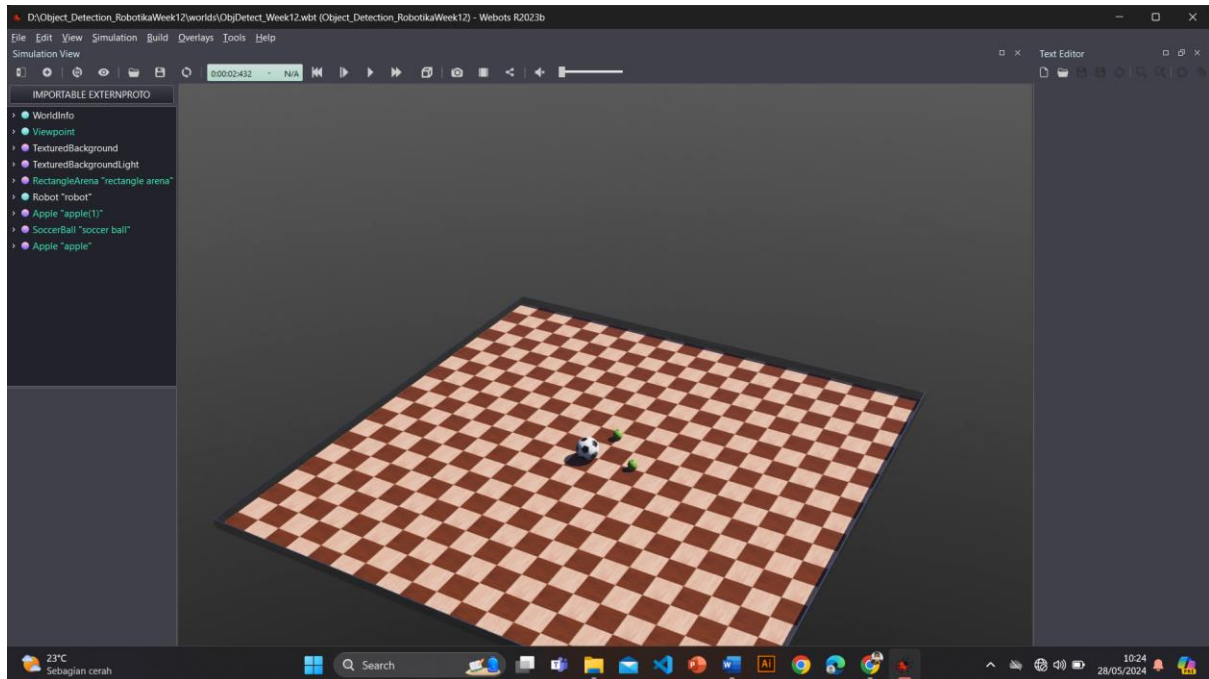
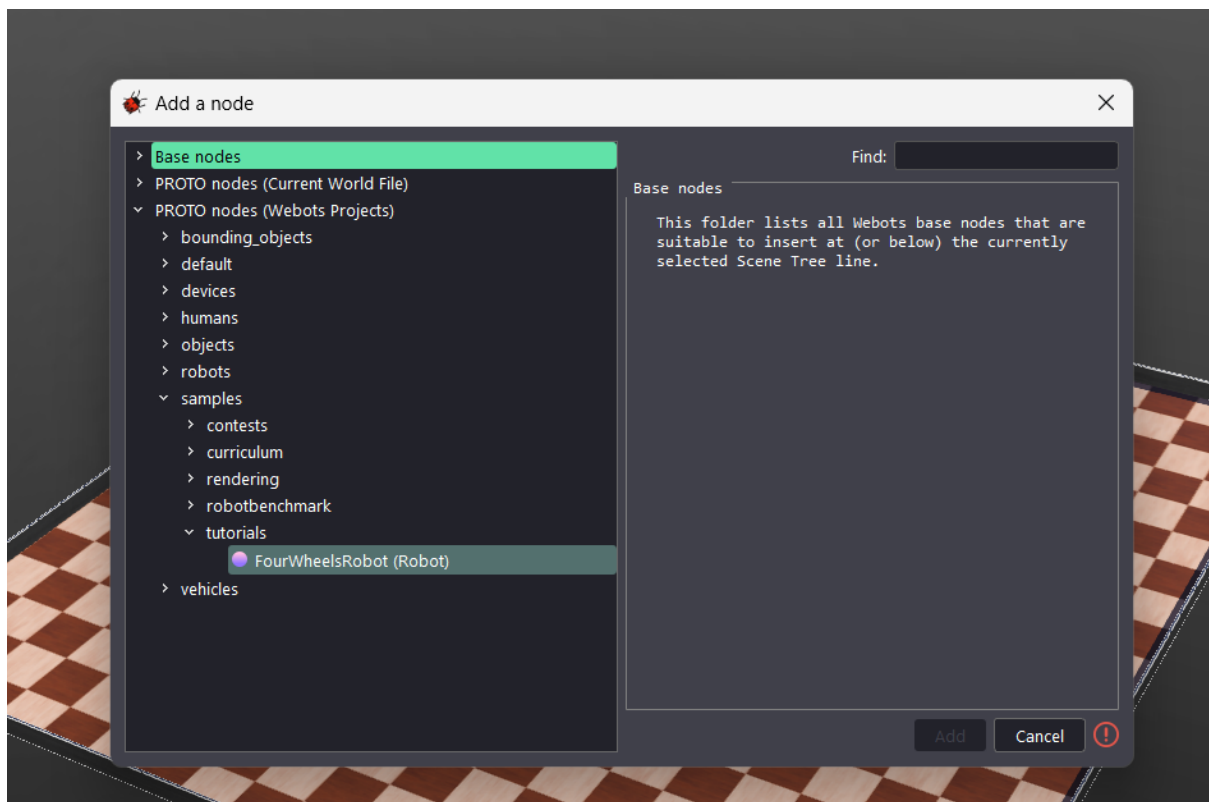


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Report tugas week 12



Buatlah world baru dengan menambahkan beberapa object di dalamnya



Selanjutnya tambahkan robot FourWheelsRobot untuk mendeteksi object-object yang ada

Kendala : tidak bisa menambahkan robot FourWheelsRobot kedalam world

Code

```
#include <webots/DistanceSensor.hpp>
#include <webots/Motor.hpp>
#include <webots/Robot.hpp>
#include <webots/Camera.hpp>
#define TIME_STEP 64
using namespace webots;

int main(int argc, char **argv) {
    Robot *robot = new Robot();
    DistanceSensor *ds[2];
    char dsNames[2][10] = {"ds_right", "ds_left"};
    for (int i = 0; i < 2; i++) {
        ds[i] = robot->getDistanceSensor(dsNames[i]);
        ds[i]->enable(TIME_STEP);
    }

    Camera *cm;
    cm=robot -> getCamera("CAM");
    cm -> enable(TIME_STEP);
    cm -> recognitionEnable(TIME_STEP);

    Motor *wheels[4];
    char wheels_names[4][8] = {"wheel1", "wheel2", "wheel3", "wheel4"};
    for (int i = 0; i < 4; i++) {
        wheels[i] = robot->getMotor(wheels_names[i]);
        wheels[i]->setPosition(INFINITY);
        wheels[i]->setVelocity(0.0);
    }
    int avoidObstacleCounter = 0;
    while (robot->step(TIME_STEP) != -1) {
        double leftSpeed = 1.0;
        double rightSpeed = 1.0;
        if (avoidObstacleCounter > 0) {
            avoidObstacleCounter--;
            leftSpeed = 1.0;
            rightSpeed = -1.0;
        } else { // read sensors
            for (int i = 0; i < 2; i++) {
                if (ds[i]->getValue() < 950.0)
                    avoidObstacleCounter = 100;
            }
        }
        wheels[0]->setVelocity(leftSpeed);
        wheels[1]->setVelocity(rightSpeed);
        wheels[2]->setVelocity(leftSpeed);
        wheels[3]->setVelocity(rightSpeed);
    }
    delete robot;
```

```
return 0;  
} // EXIT_SUCCESS
```