

## LEGO EV3

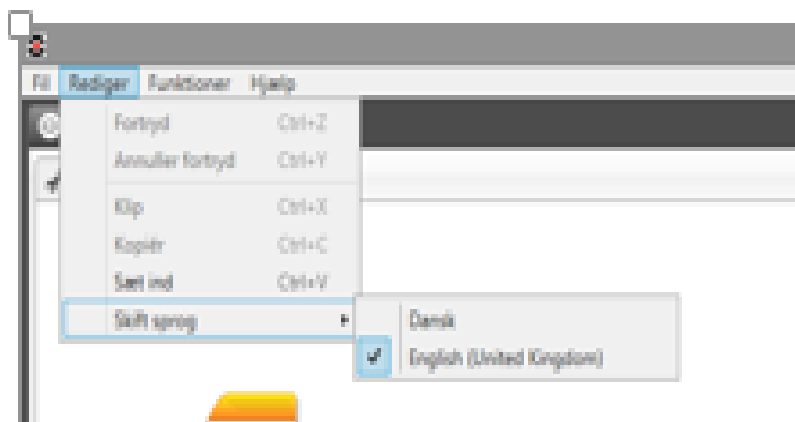
The software is on the USB Stick, you will have to copy and install it on one of your computers.

The assignments 1-3 also have to be copied to your computer.

After the installation, start the program.

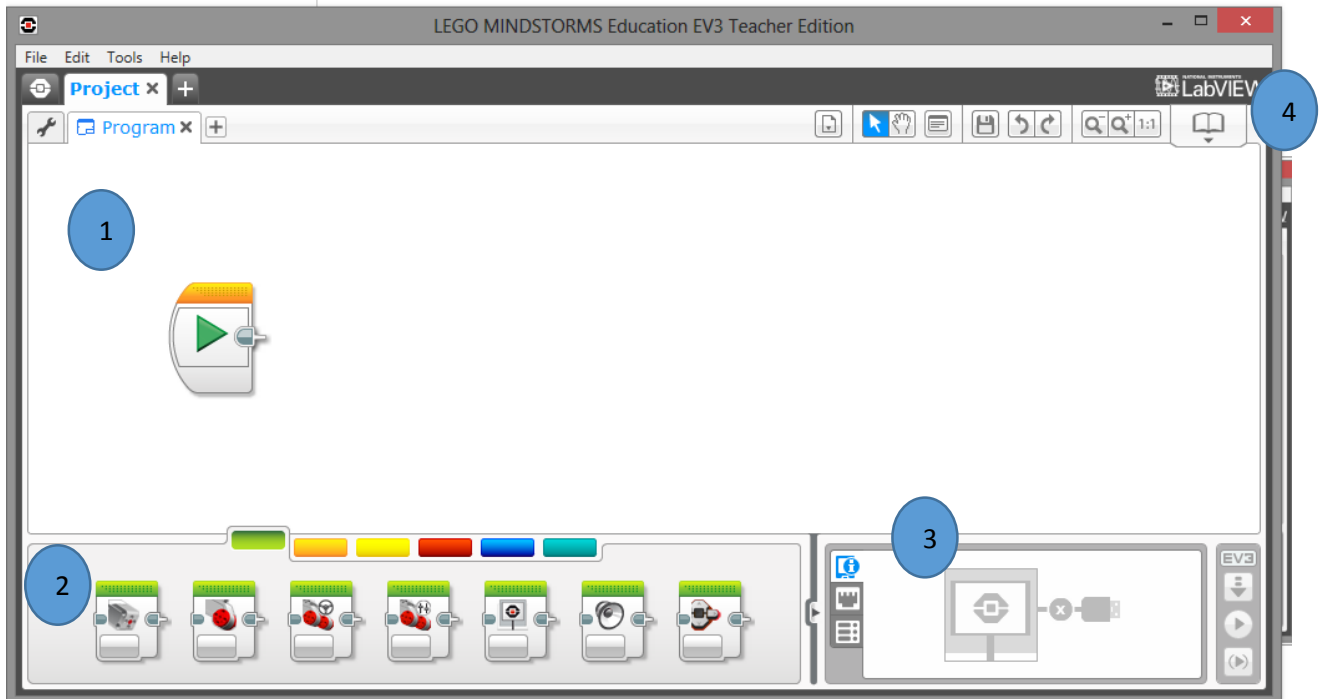
### If it start up in Danish

Change language, chose Rediger, skift sprog. You have to close and start up again before it changes



## Programming

Select file -> new project -> program



No 1: is the programming window, you select the building blocks from here.

No 2: Is the components you can use to build your program. The different colors indicates different types of components. Green: action, Orange: flow of control, Yellow: sensor.

No 3: Communication with your EV3

No 4: is where the text for the assignments are.

The EV3 has 4 output ports: A,B,C and D, where you can mount different kind of motors. And it has 4 input ports: 1, 2, 3, 4 to different kind of sensors.

## Exercises

Build a vehicle (or something than can be programmed to run in different directions)

Open assignment 1 (2 and 3) file -> open project

## Deleting projects on the EV3

Open the memory management on the EV3, click on the memory browser, select your project and delete it.

