

# Logicblocks by Techlignce Robotics

## Task Team B

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### 1 Introduction

Welcome to your task of Logicblocks, by now you must have been familiar with the concept of block based programming. So without any further delay lets dig into the the tasks.

**Important** : All the **underlined** text are **links**, which might not be visible based on your application, so do not forget to click any underlined text throughout the document and make sure to follow the coding standards given in the file.

### 2 Undo-Redo Buttons

The objective of this task is to implement "Undo" and "Redo" buttons within the Blockly workspace. These buttons should allow users to undo or redo their actions, aiding in easier manipulation of Blockly blocks. These buttons should appear beside the **zoom-in** and **zoom-out** buttons inside the Blockly Workspace and should look like the following.



Figure 1: Undo and Redo button

#### 2.1 References

For icons : <https://mui.com/material-ui/material-icons/>

Blockly Workspace : [://developers.google.com/blockly/reference/js/blockly.workspace\\_class.md](https://developers.google.com/blockly/reference/js/blockly.workspace_class.md)

#### 2.2 Note

Always try to create new component files every time you implement a distinct feature or functionality. This enhances modularity, improves code readability,

and simplifies debugging.