



Student Name: 2.1.5-Map-It-Drive-It-Pt.2

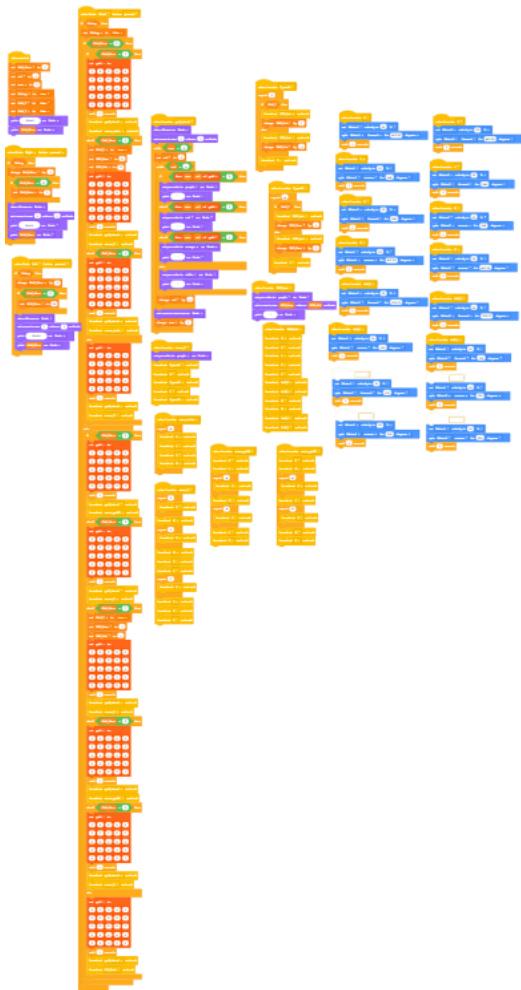
Assignment:

Notes:

Project Name: 215\_grid\_sequence\_BaoZhang\_Part2

Project Type: Blocks

Date: Tue Feb 18 2025



set cursor to row

1

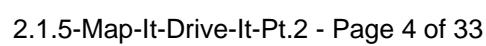
column

1

on Brain

broadcast

grid\_visual ▼



when started

set Grid\_Num ▼ to 1

set col ▼ to 1

set row ▼ to 1

set Debug ▼ to true ▼

set Grid\_2 ▼ to false ▼

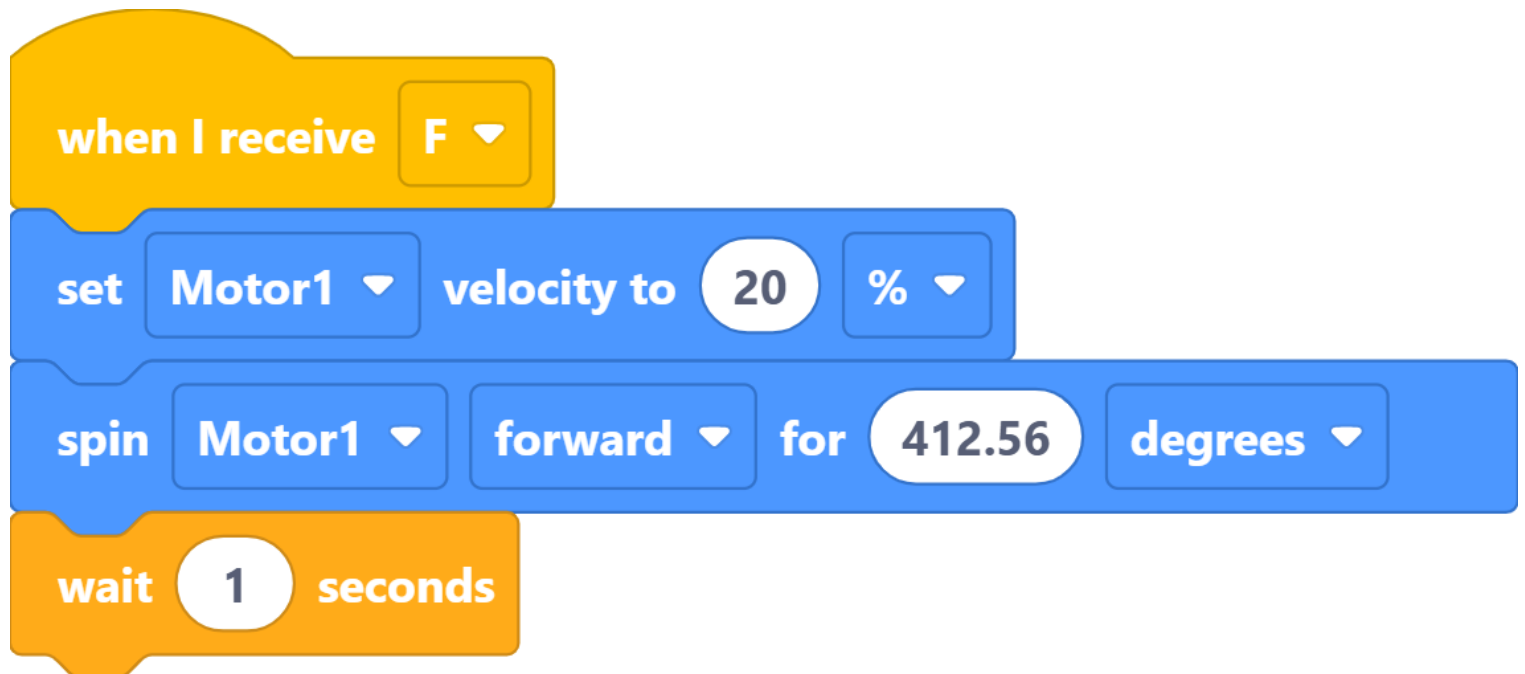
set Grid\_7 ▼ to false ▼

print Grid # on Brain ▼

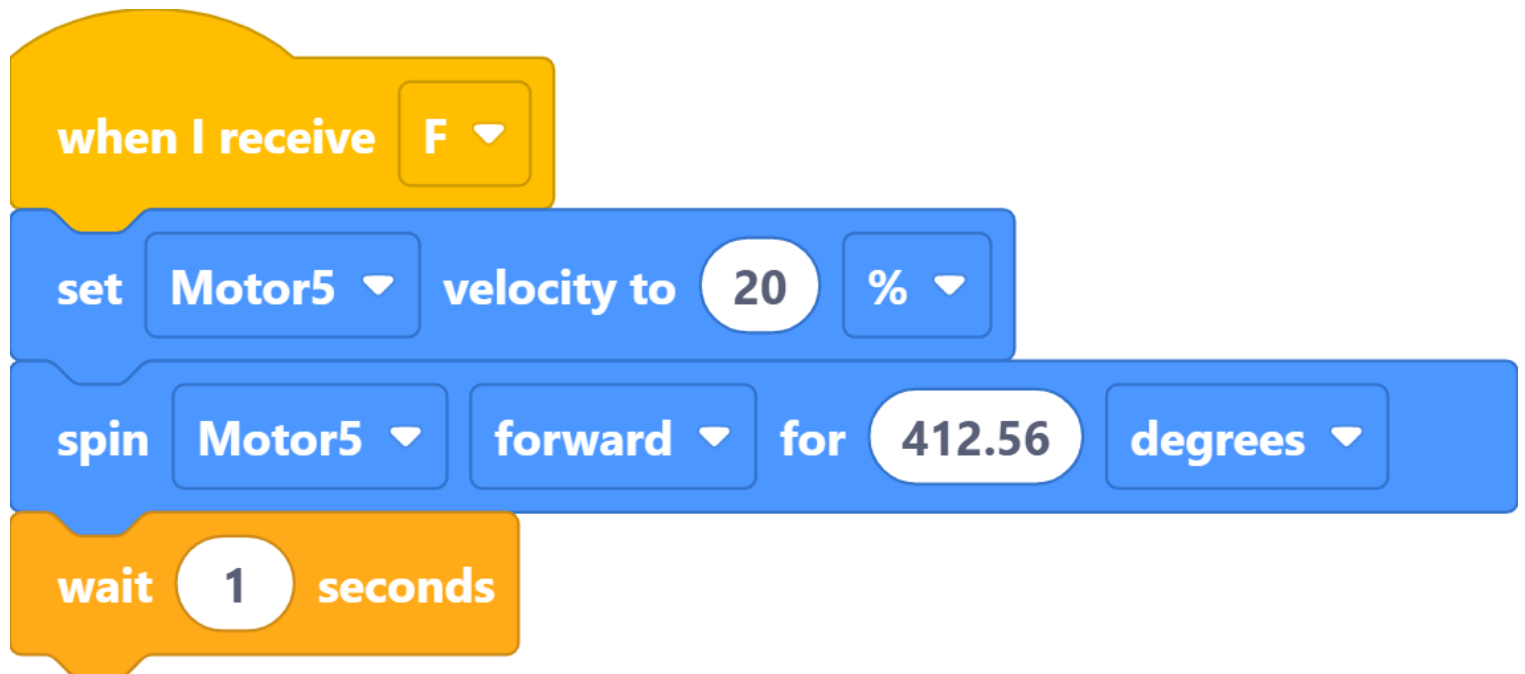
print Grid\_Num on Brain ▼

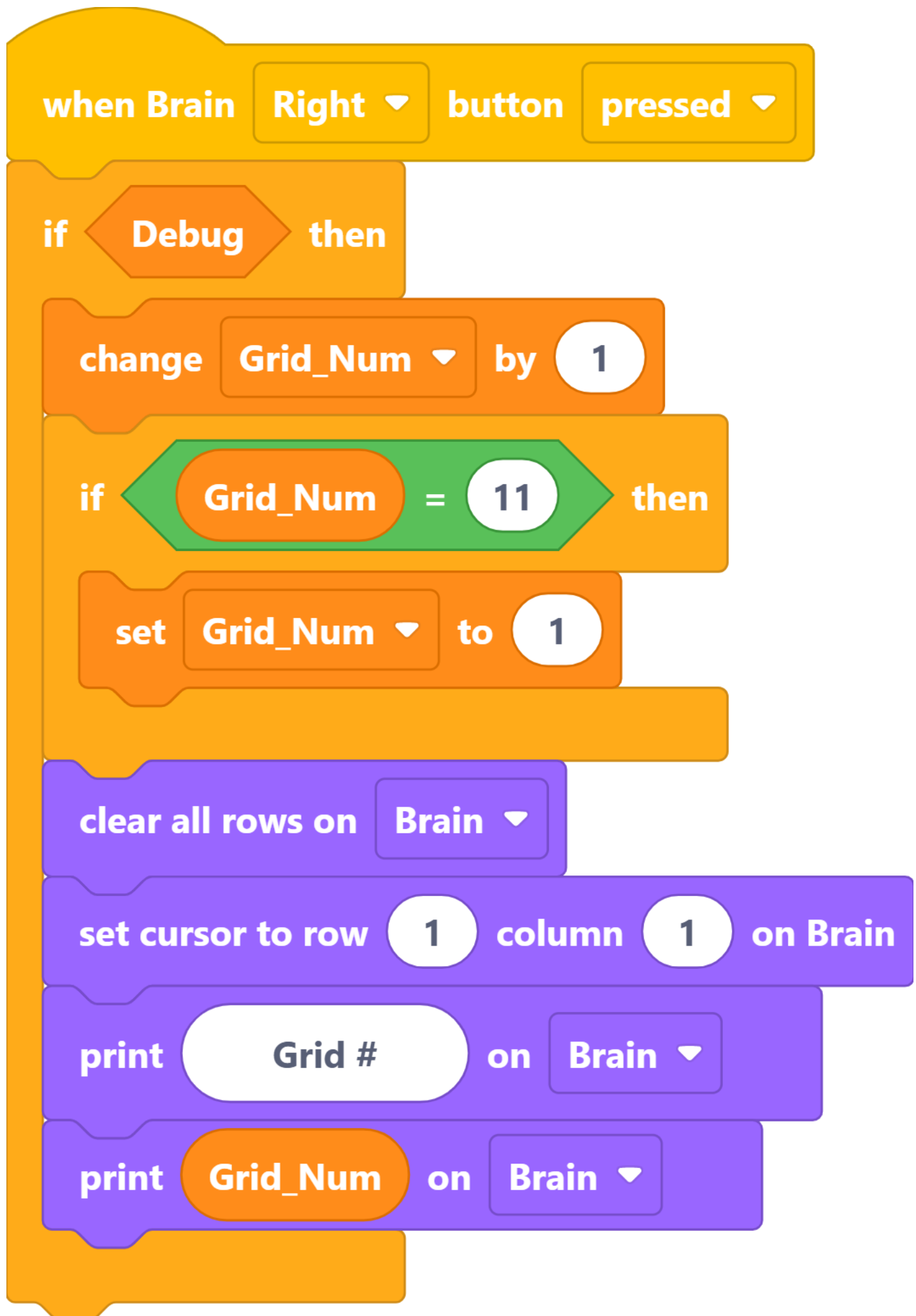


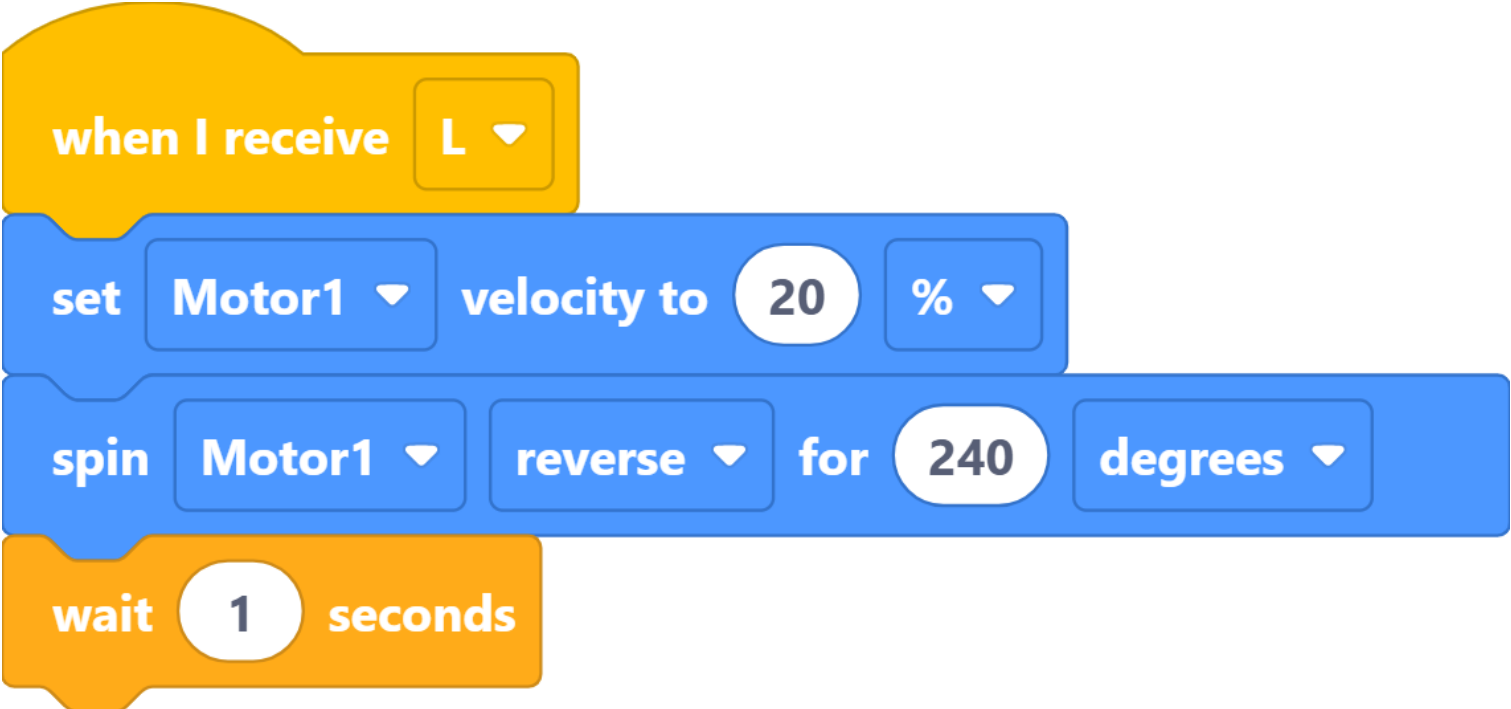


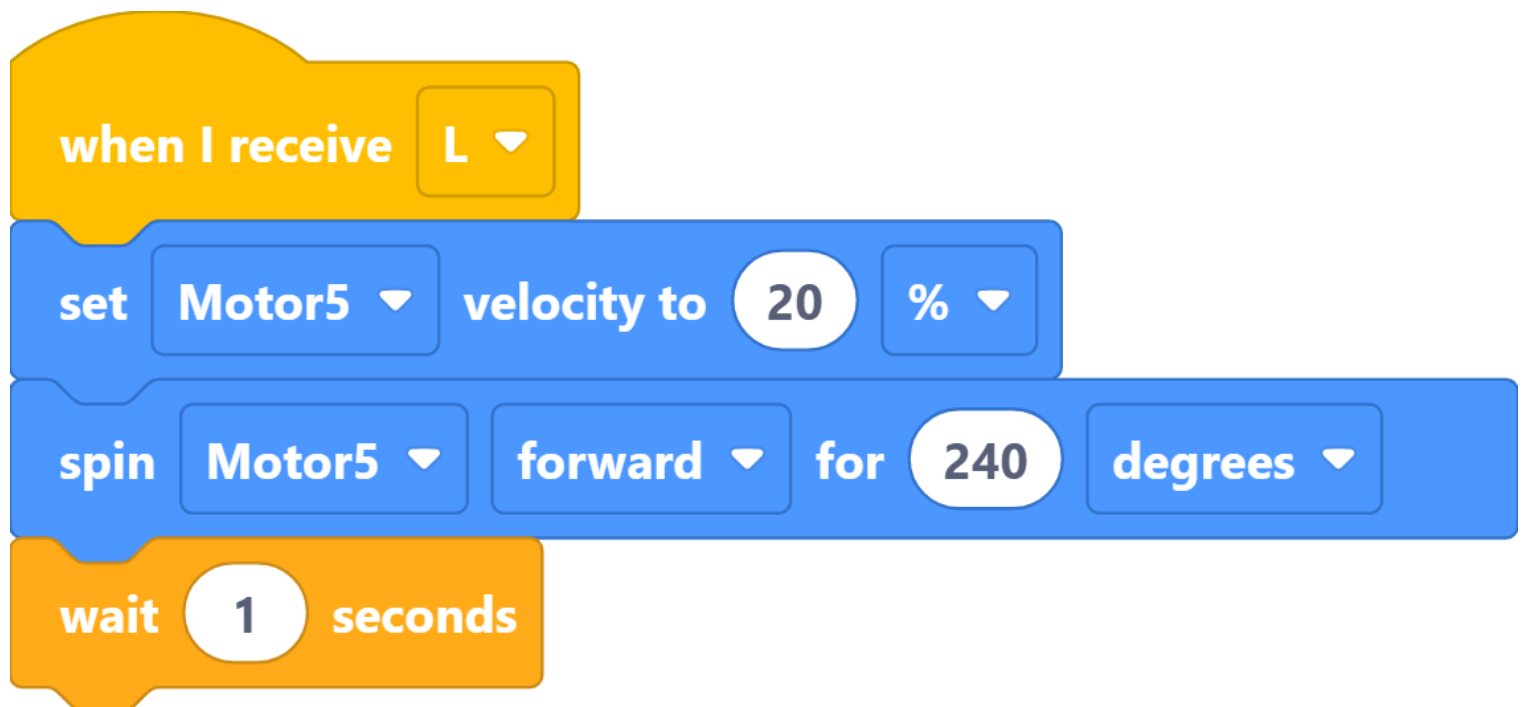


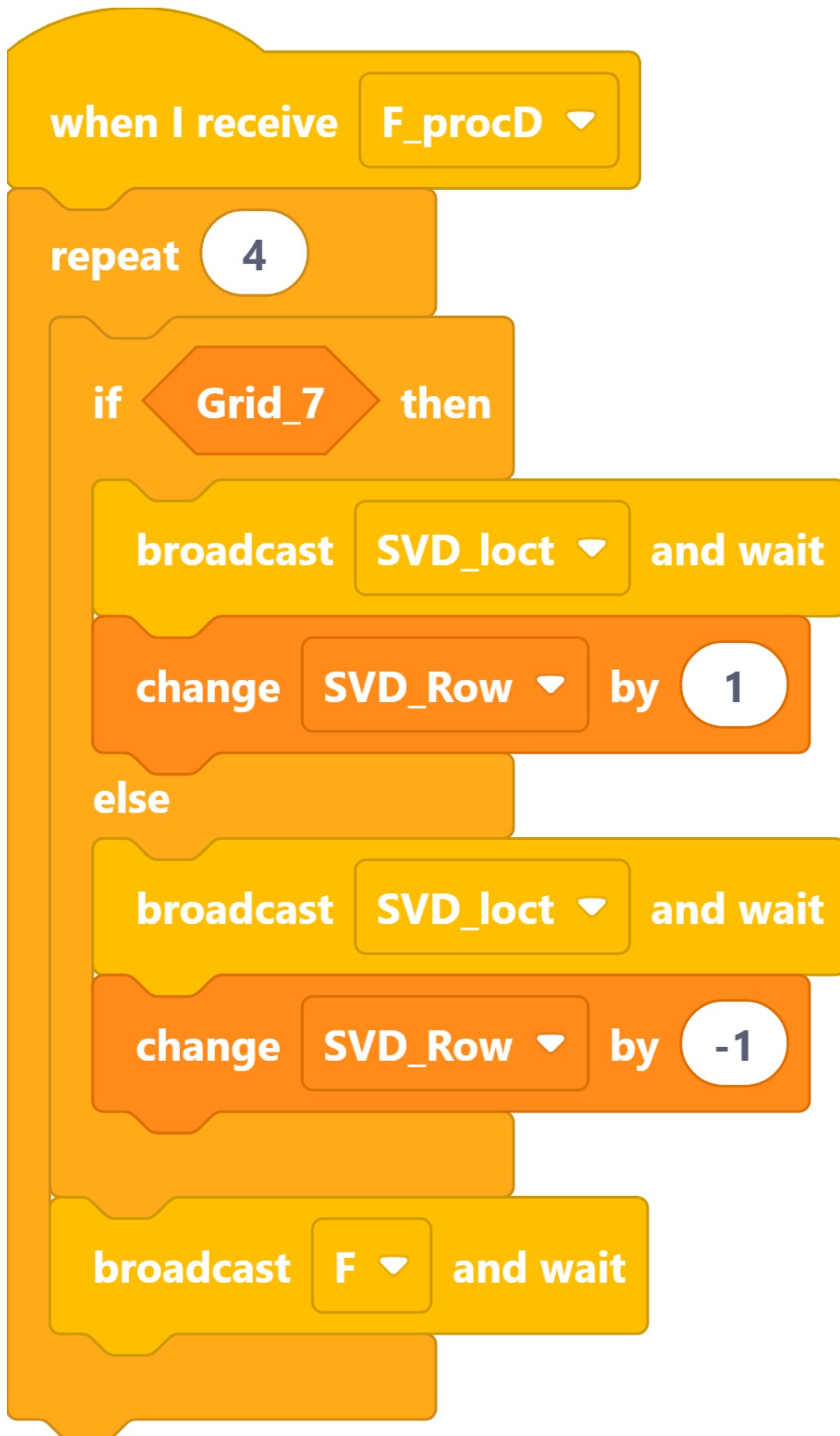


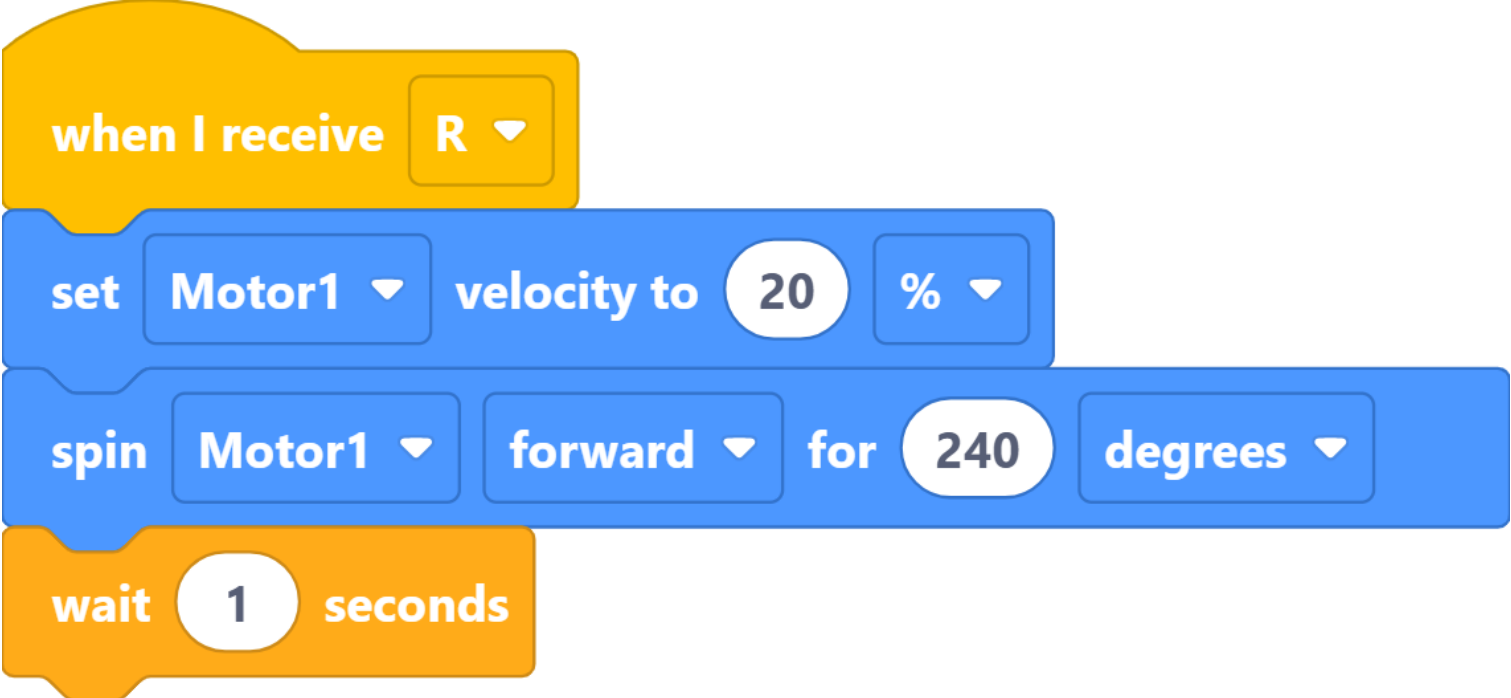


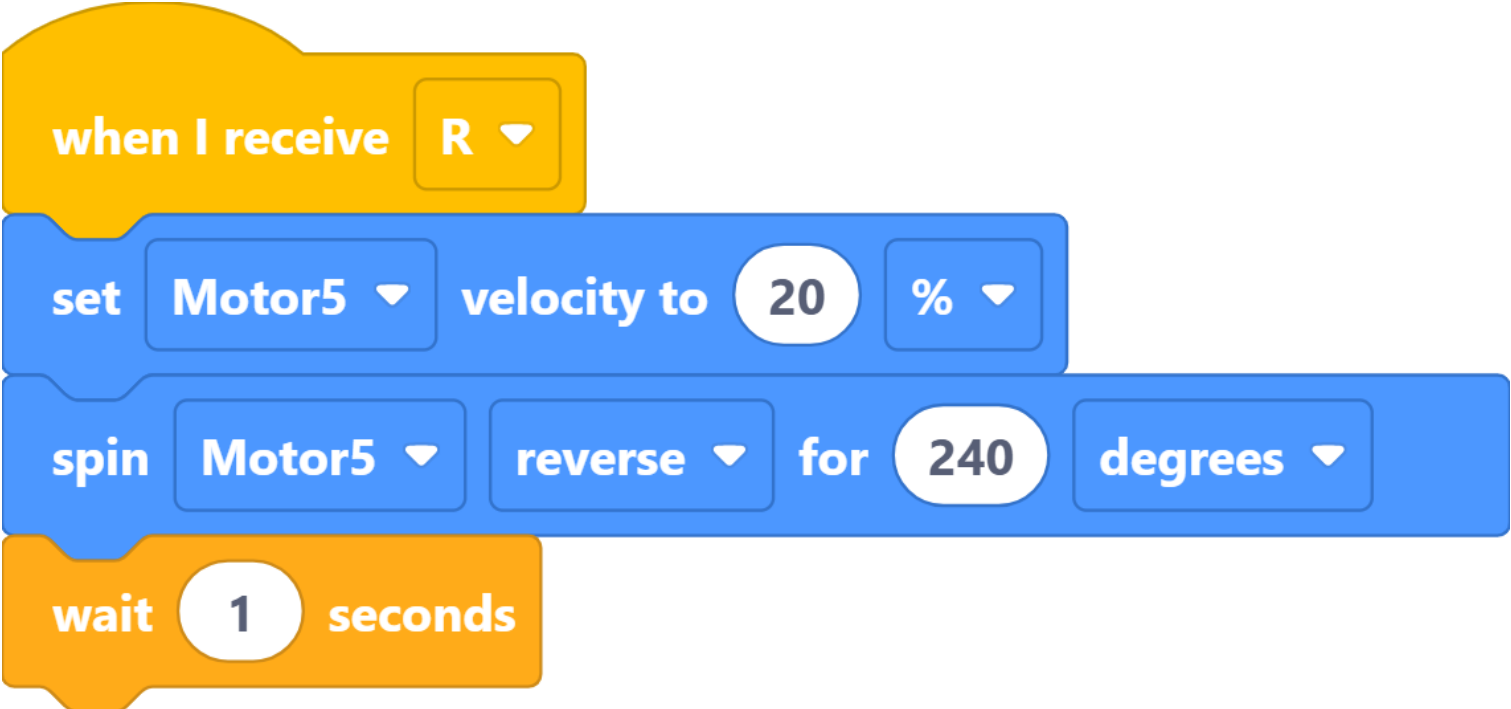


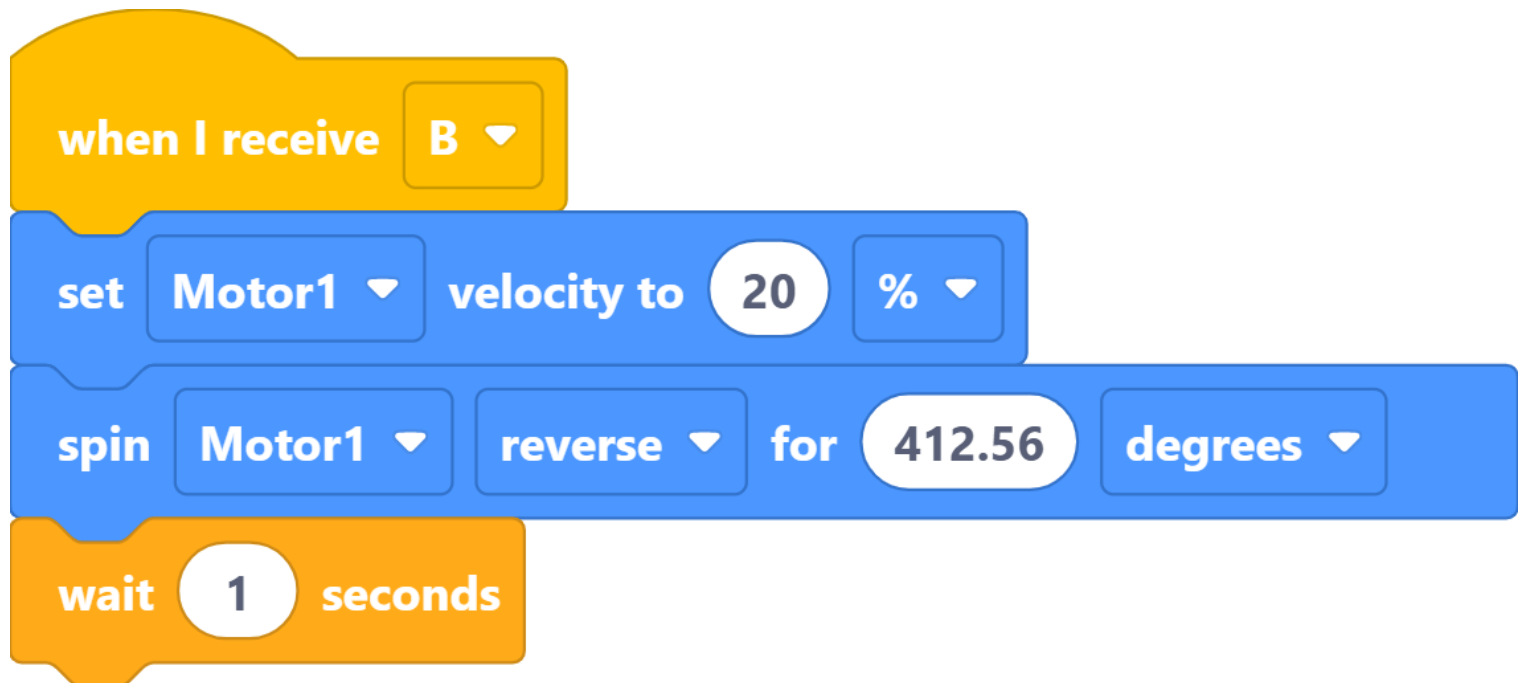




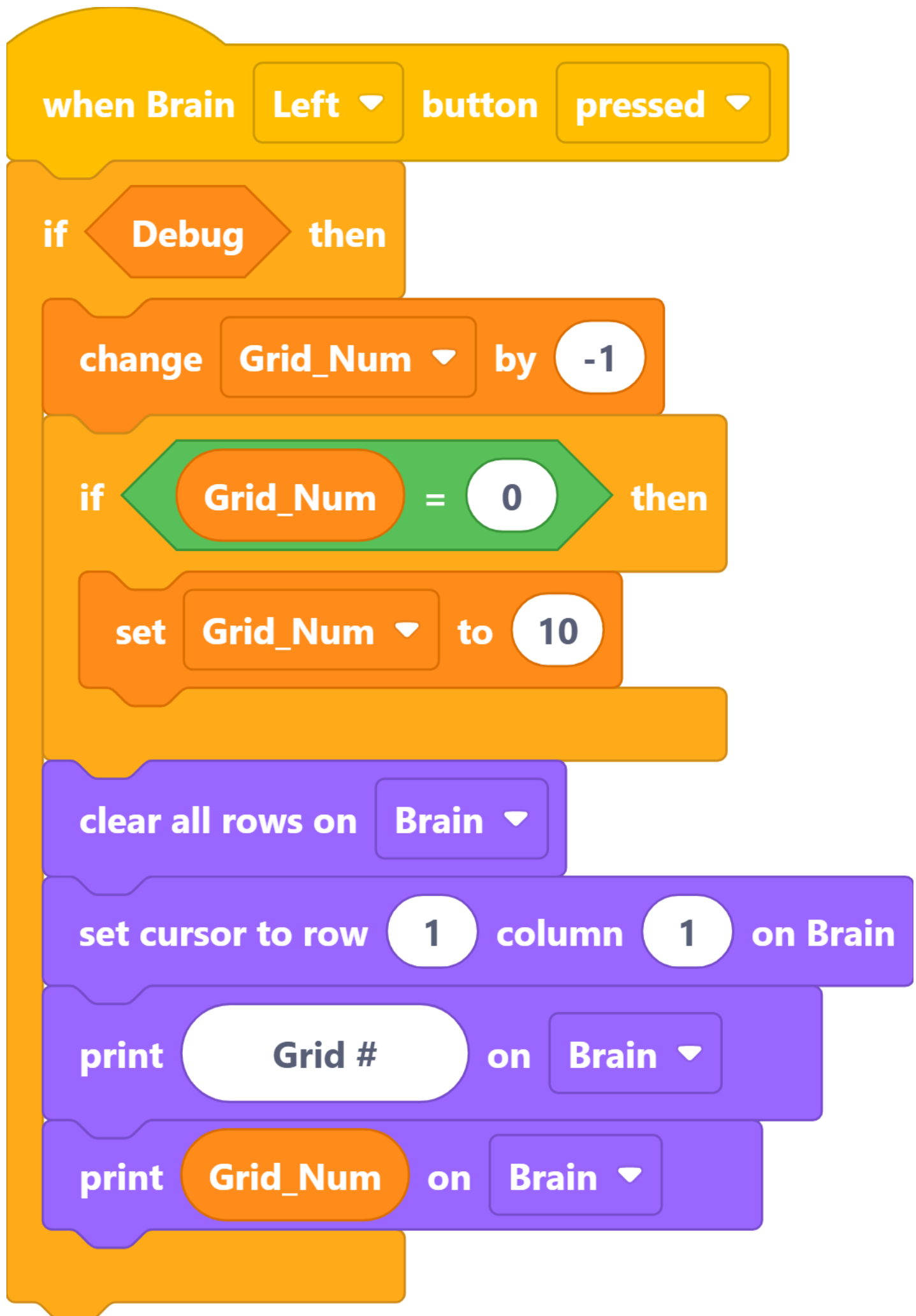


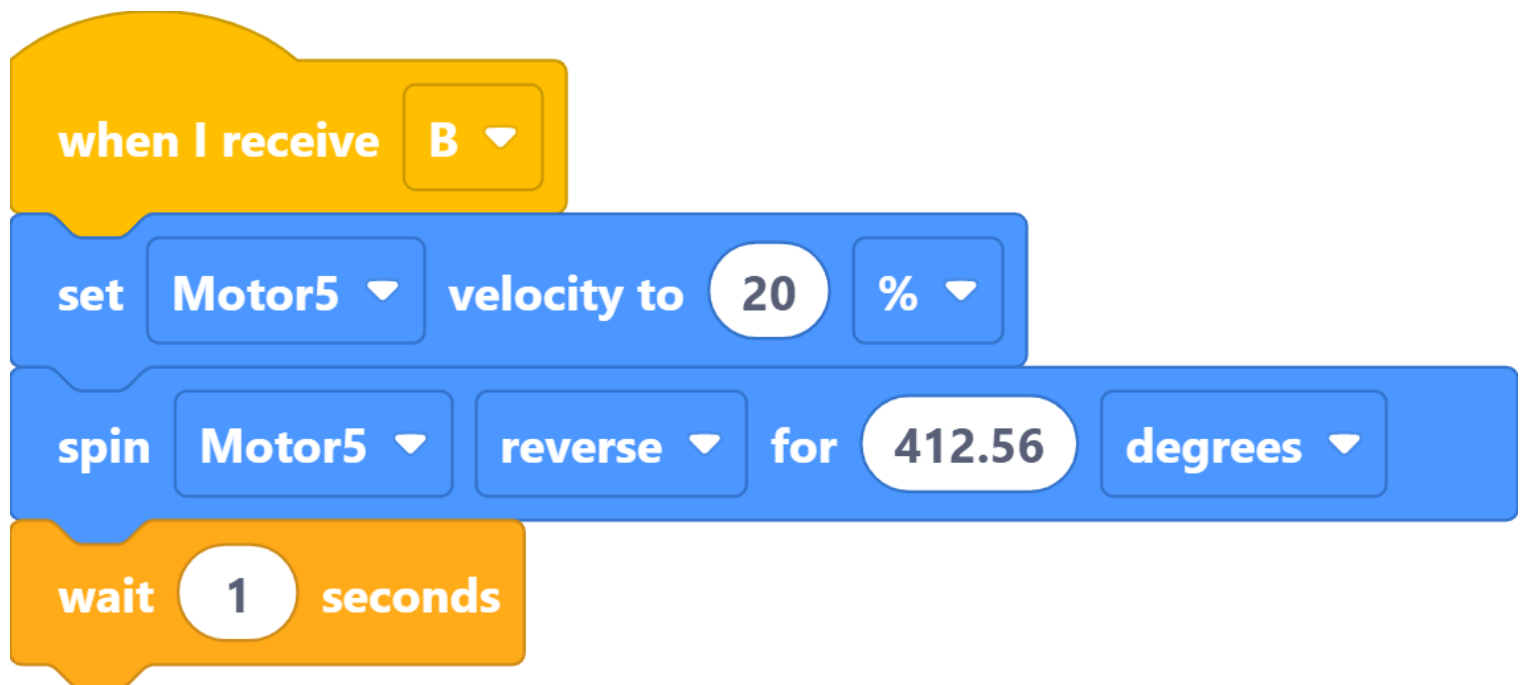


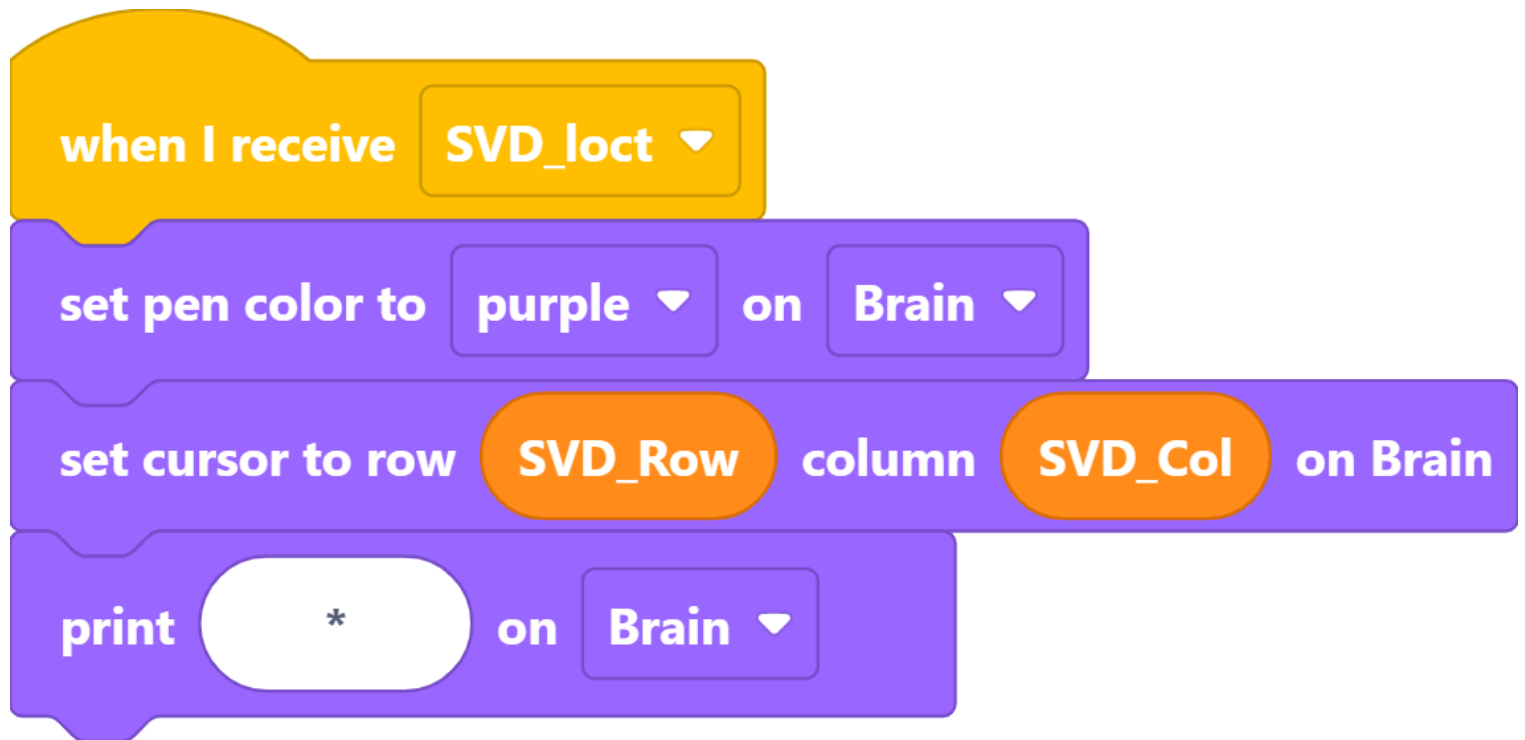
















when I receive Prll\_Park ▼

broadcast R ▼ and wait

broadcast F ▼ and wait

broadcast L ▼ and wait

broadcast F ▼ and wait

broadcast F ▼ and wait

broadcast half\_F ▼ and wait

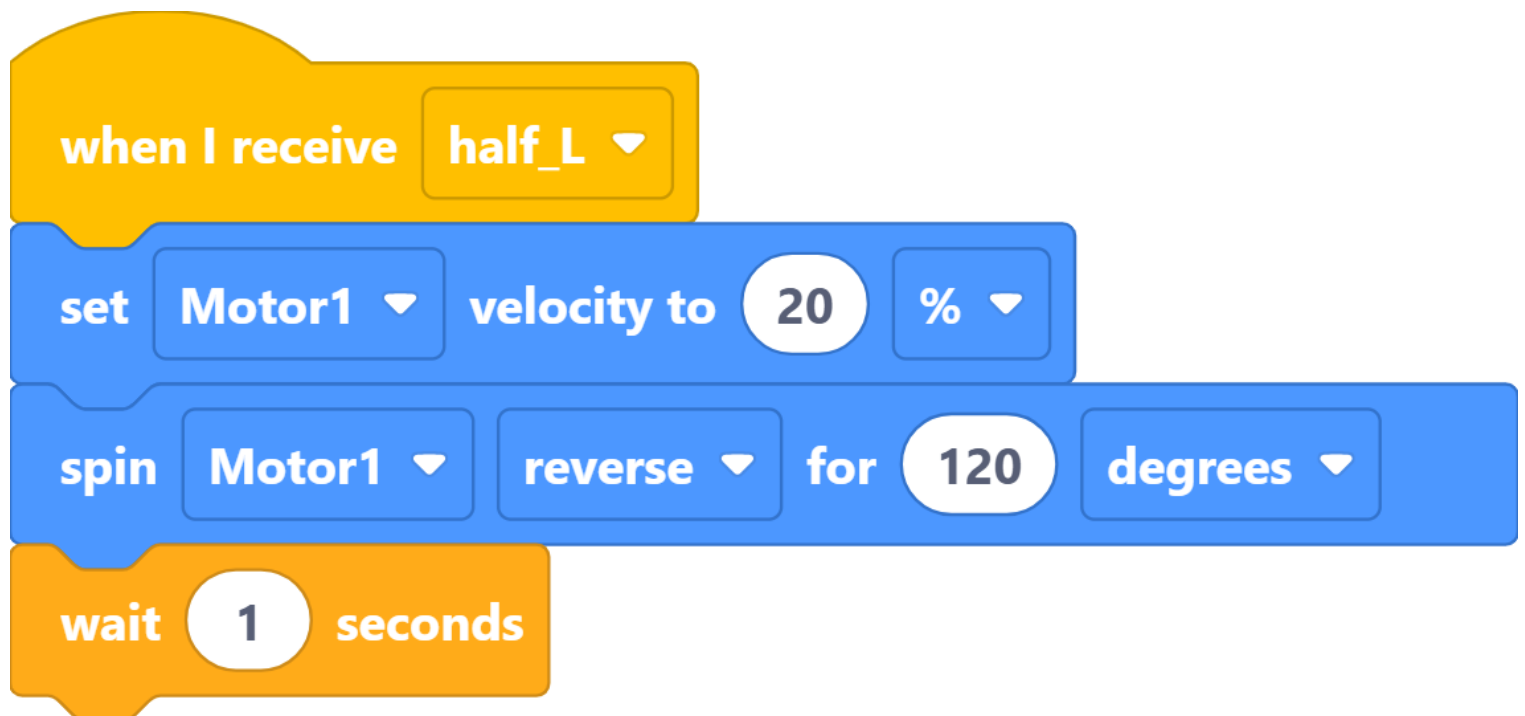
broadcast half\_L ▼ and wait

broadcast B ▼ and wait

broadcast R ▼ and wait

broadcast half\_F ▼ and wait

broadcast half\_L ▼ and wait



when I receive **move\_Z** ▼

set pen color to **purple** ▼ on **Brain** ▼

broadcast **F\_procR** ▼ and wait

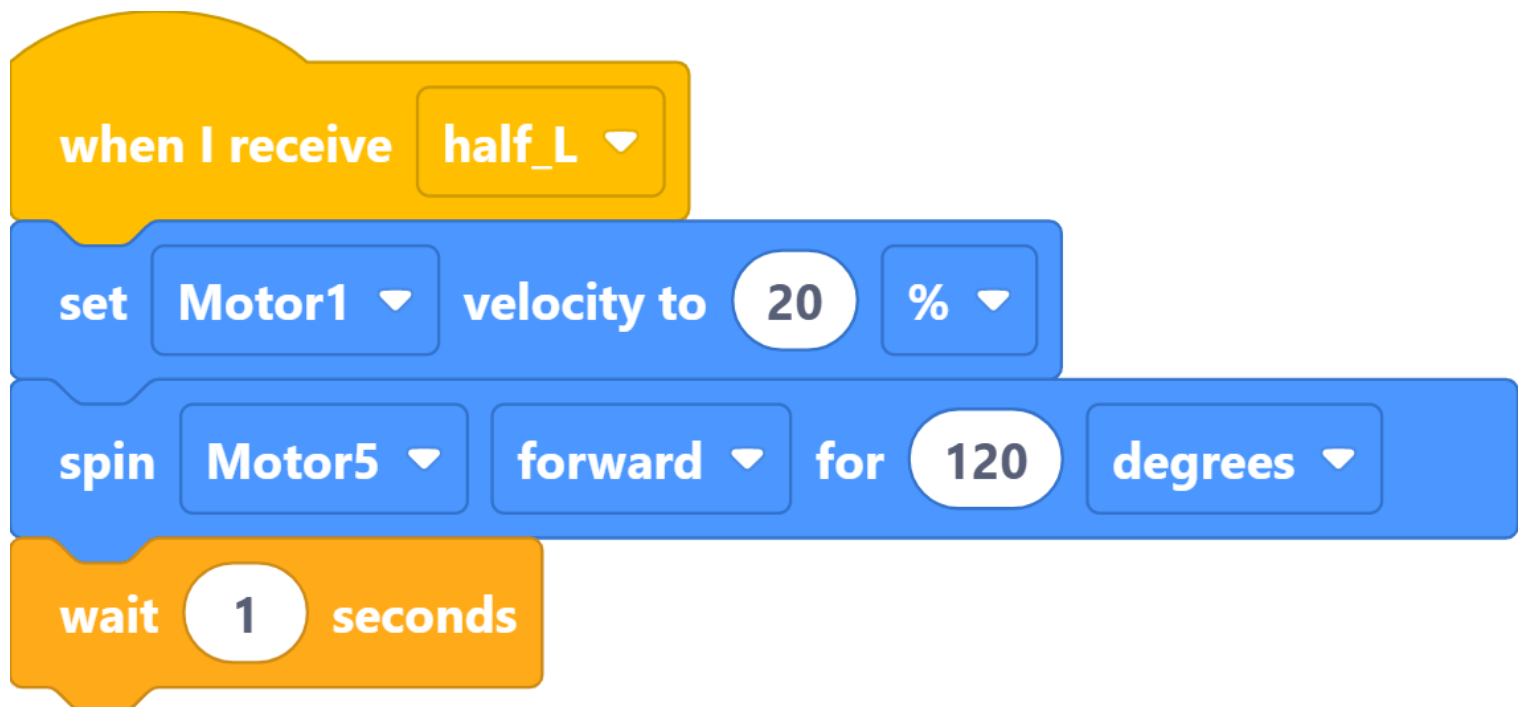
broadcast **R** ▼ and wait

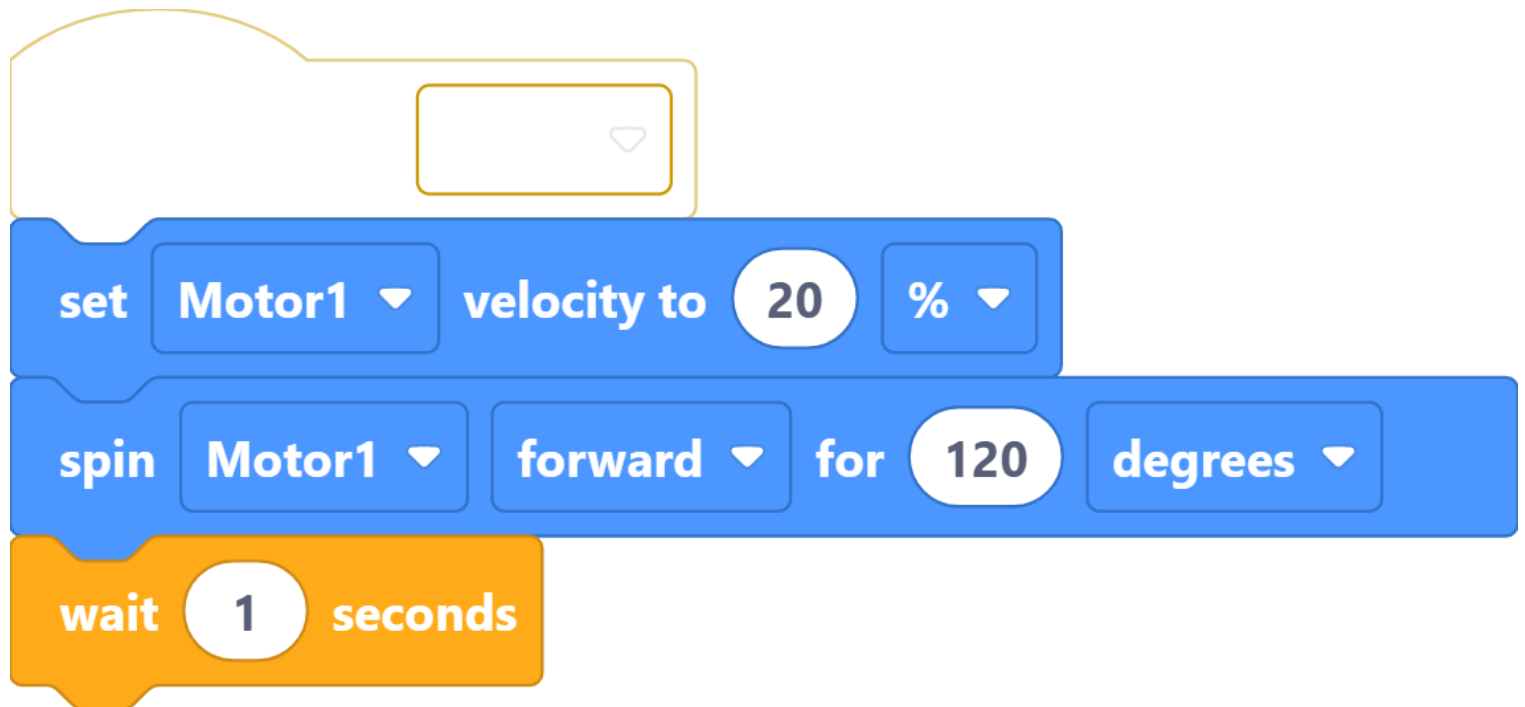
broadcast **F\_procD** ▼ and wait

broadcast **L** ▼ and wait

broadcast **F\_procR** ▼ and wait









set Motor1 ▼ velocity to 20 % ▼

spin Motor5 ▼ reverse ▼ for 120 degrees ▼

wait 1 seconds

**when I receive**

**move\_stairs** ▼

**repeat**

**4**

**broadcast**

**F** ▼

**and wait**

**broadcast**

**L** ▼

**and wait**

**broadcast**

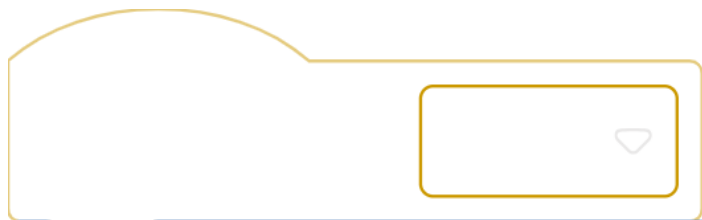
**F** ▼

**and wait**

**broadcast**

**R** ▼

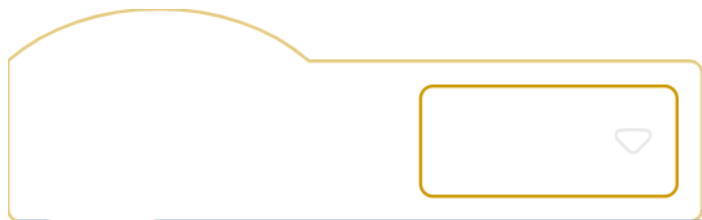
**and wait**



set Motor1 ▼ velocity to 20 % ▼

spin Motor1 ▼ reverse ▼ for 205 degrees ▼

wait 1 seconds



set **Motor1** ▼ velocity to **20** % ▼

spin **Motor5** ▼ reverse ▼ for **205** degrees ▼

wait **1** seconds

when I receive **move\_grid5** ▼

**broadcast** **F** ▼ **and wait**

**broadcast** **L** ▼ **and wait**

**repeat** **4**

**broadcast** **F** ▼ **and wait**

**broadcast** **R** ▼ **and wait**

**repeat** **4**

**broadcast** **F** ▼ **and wait**

**broadcast** **L** ▼ **and wait**

**broadcast** **F** ▼ **and wait**

when I receive **move\_grid8** ▼

**broadcast** **F** ▼ **and wait**

**broadcast** **R** ▼ **and wait**

**repeat** **4**

**broadcast** **F** ▼ **and wait**

**broadcast** **L** ▼ **and wait**

**repeat** **4**

**broadcast** **F** ▼ **and wait**

**broadcast** **R** ▼ **and wait**

**broadcast** **F** ▼ **and wait**



