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

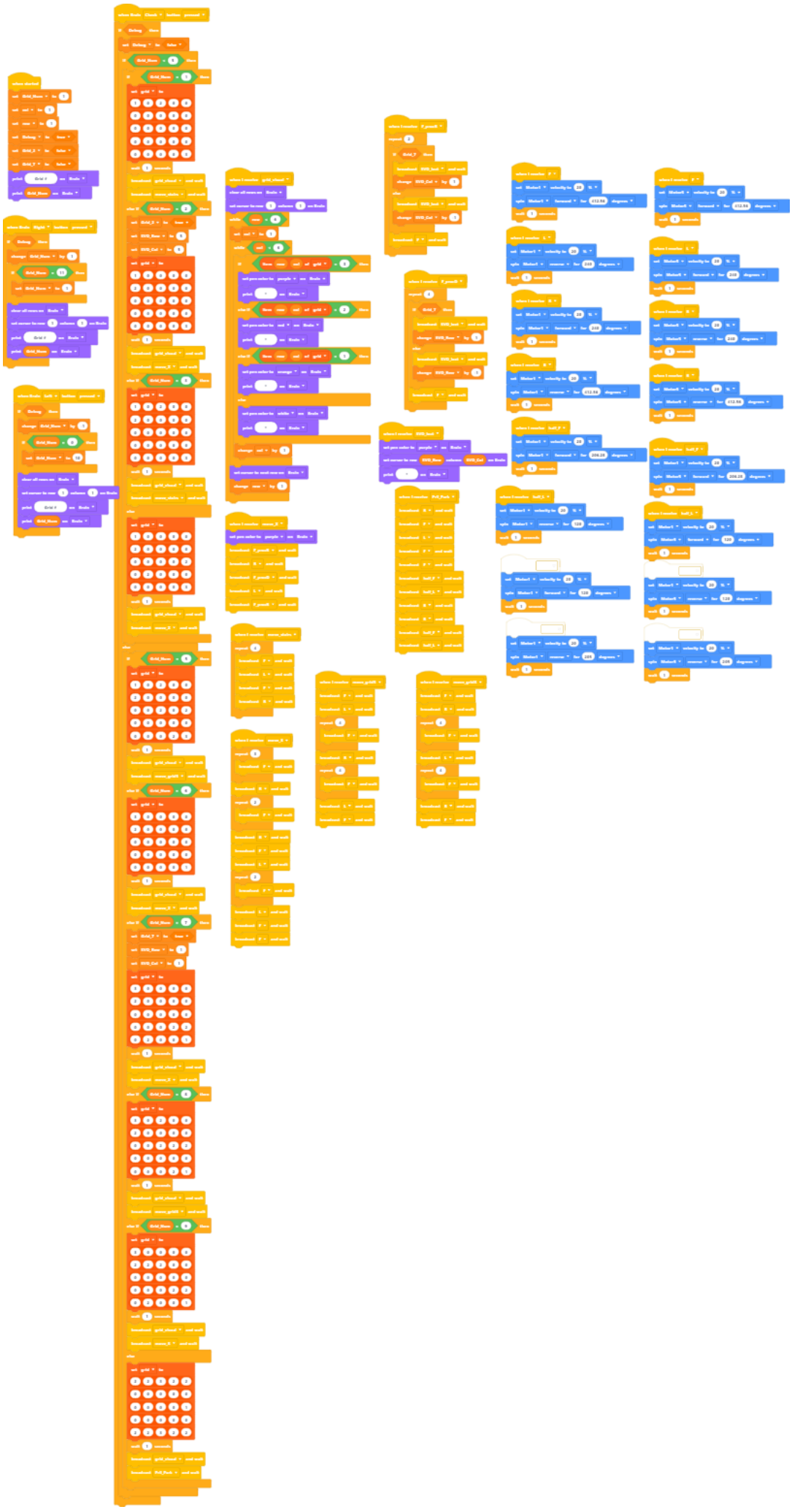
Assignment:

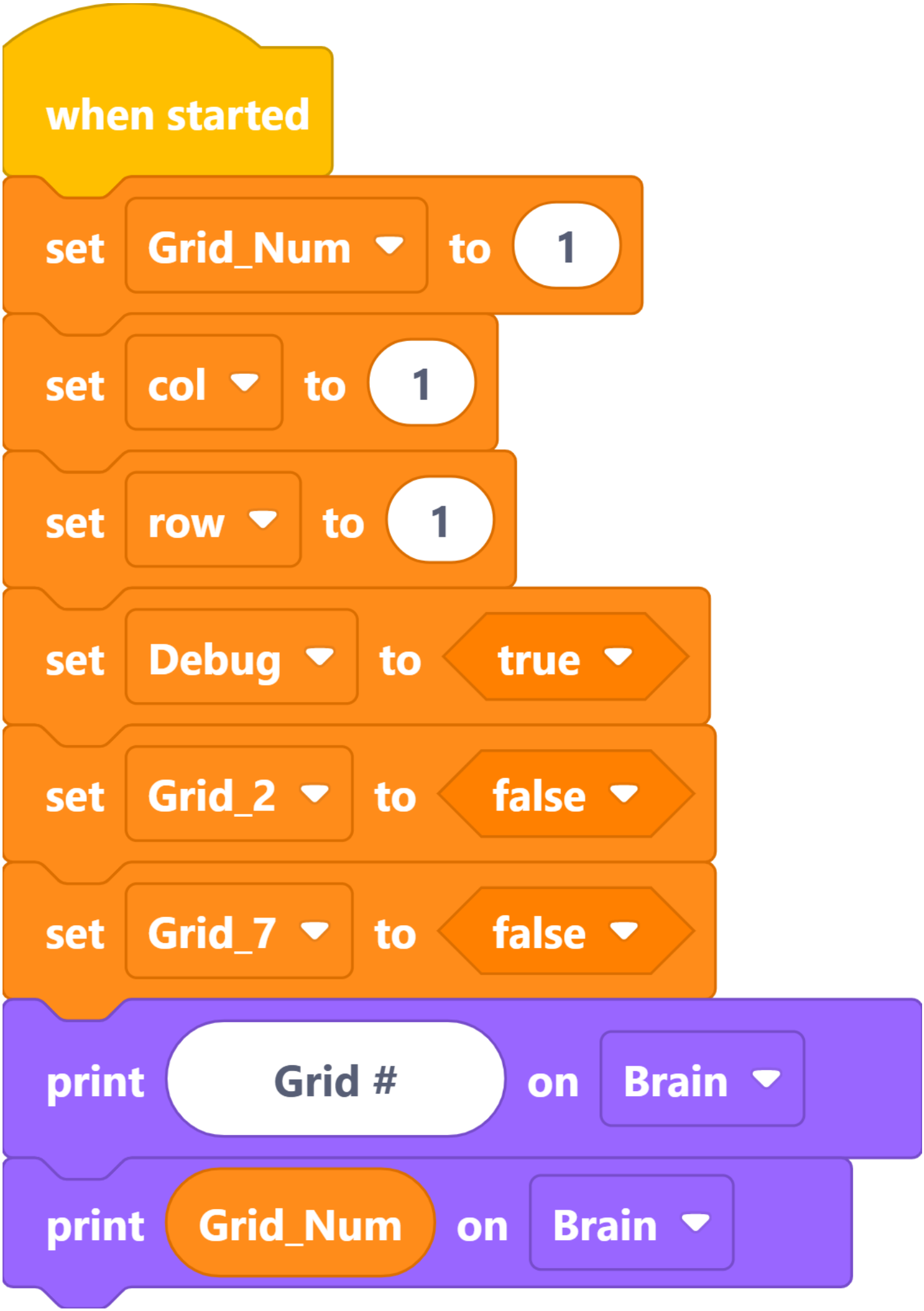
Notes:

Project Name: 215_grid_sequence_BaoZhang_Part2

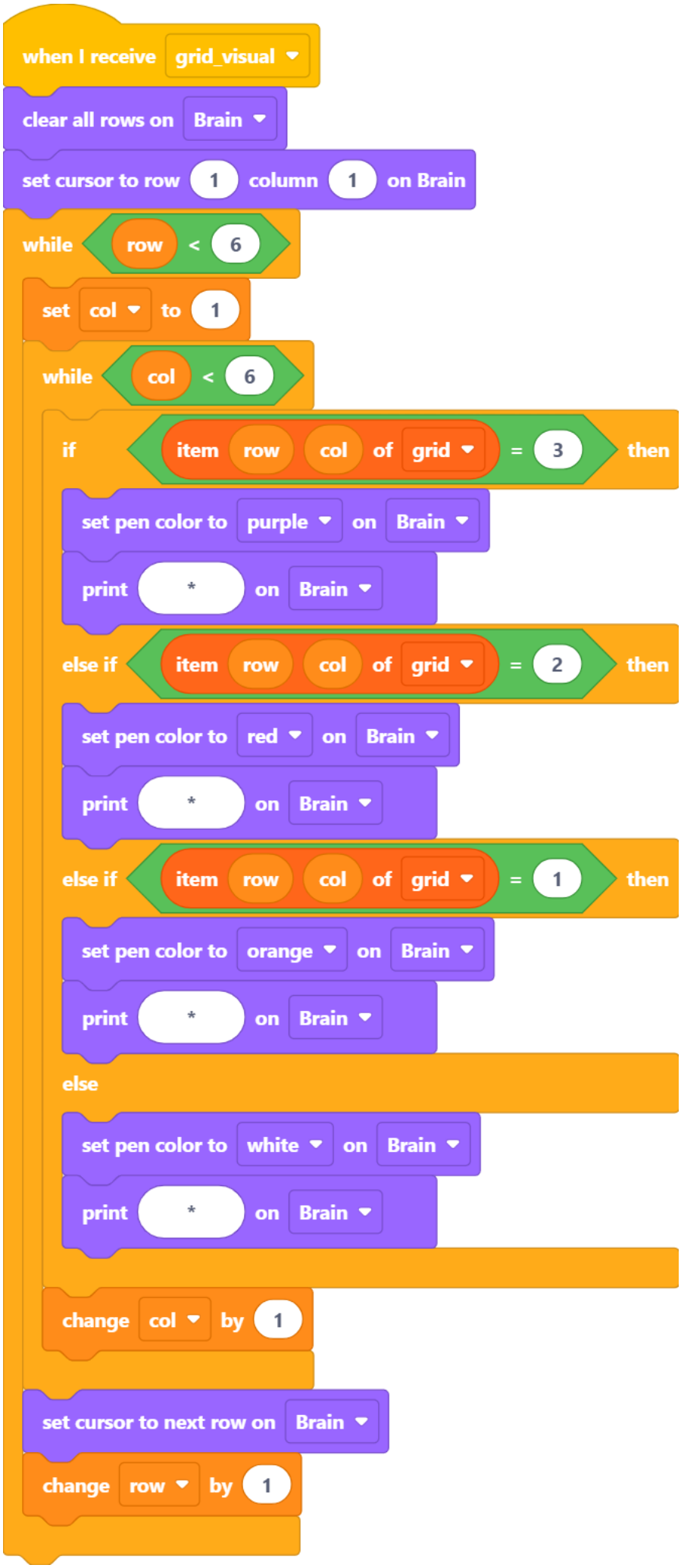
Project Type: Blocks

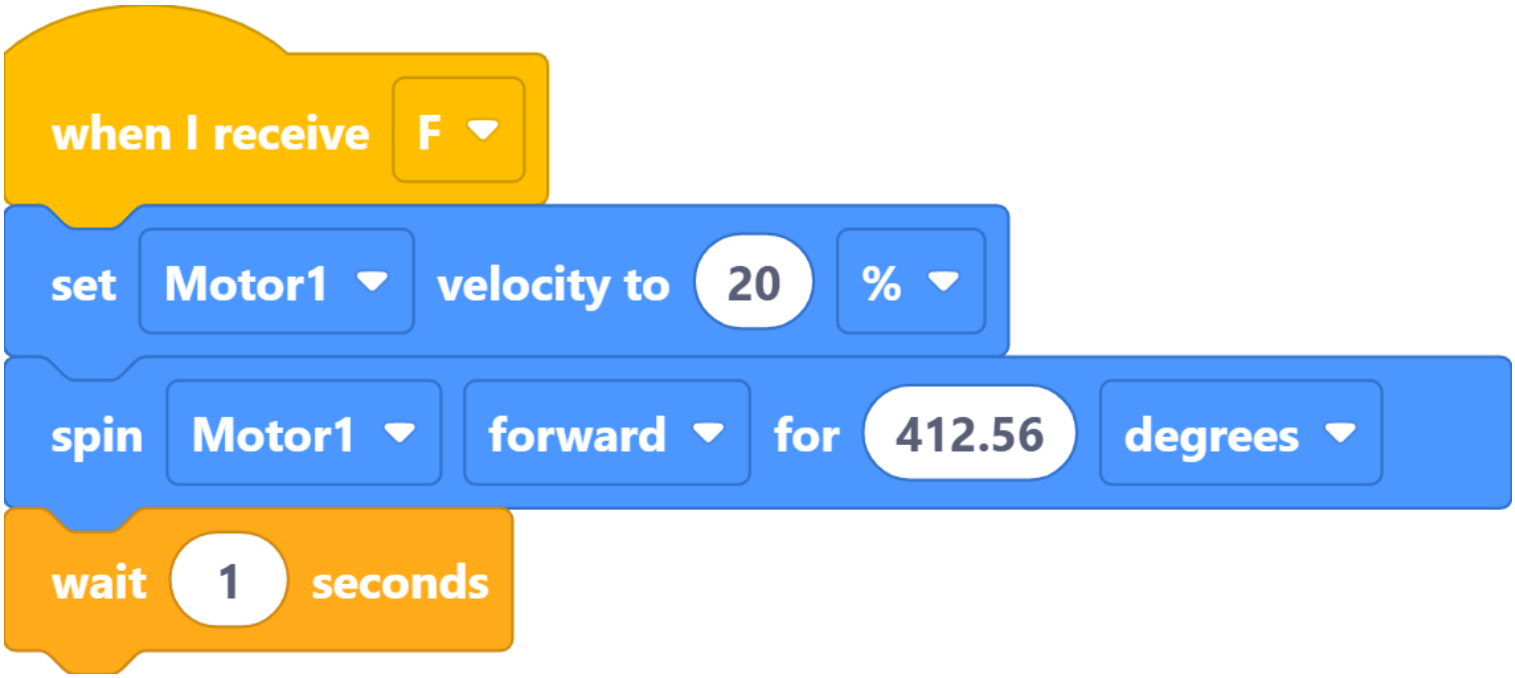
Date: Tue Feb 18 2025

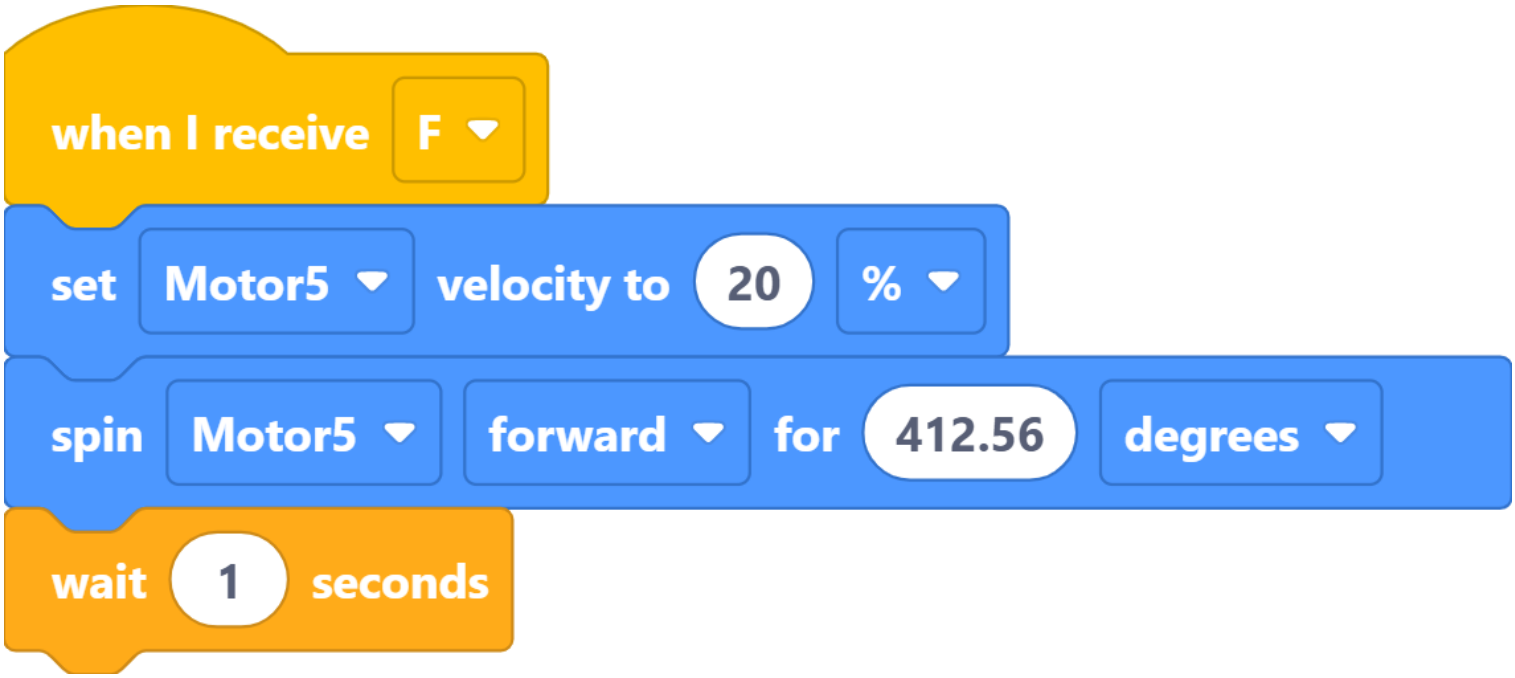


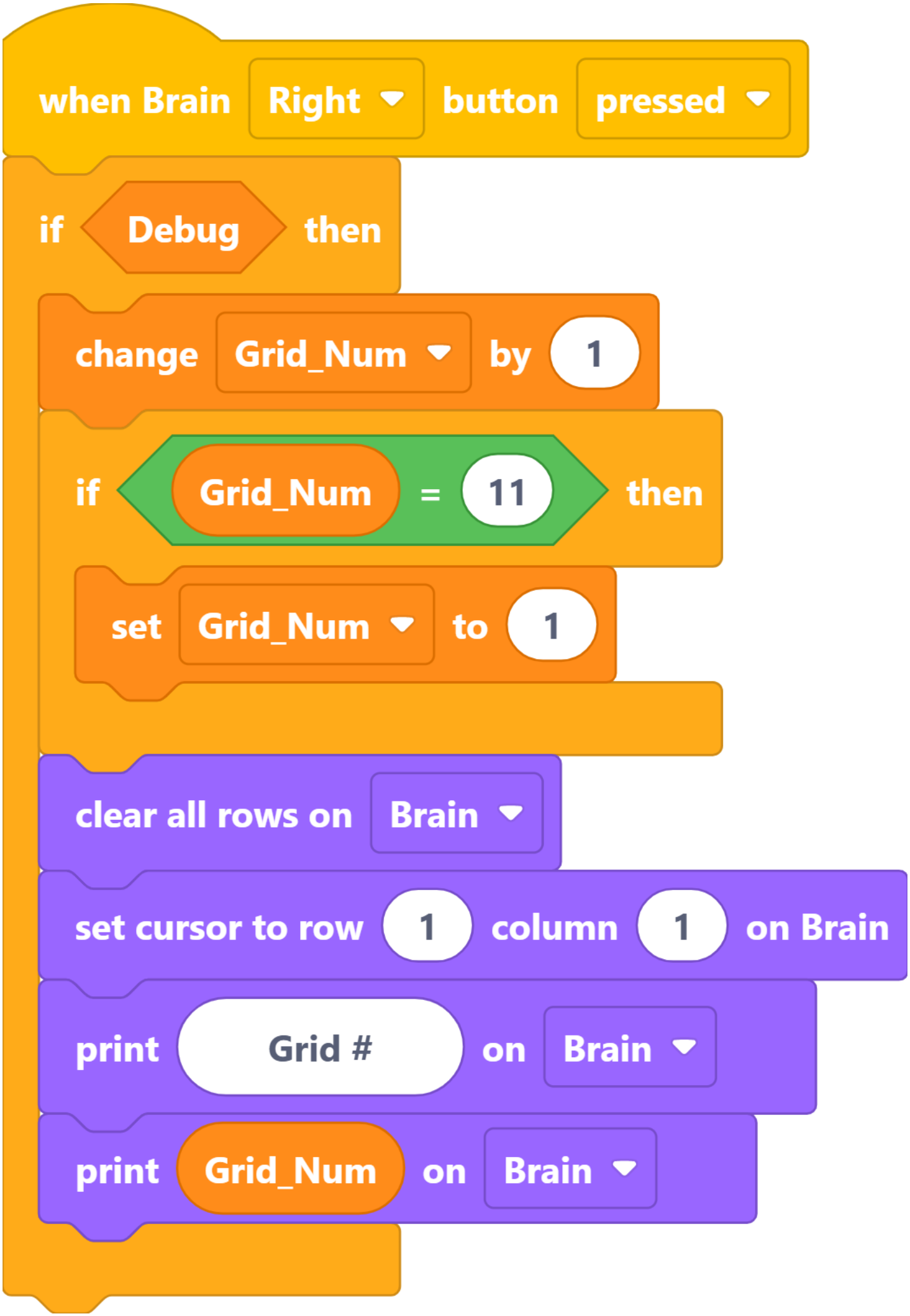

when started
set Grid_Num to 1
set col to 1
set row to 1
set Debug to true
set Grid_2 to false
set Grid_7 to false
print Grid # on Brain
print Grid_Num on Brain

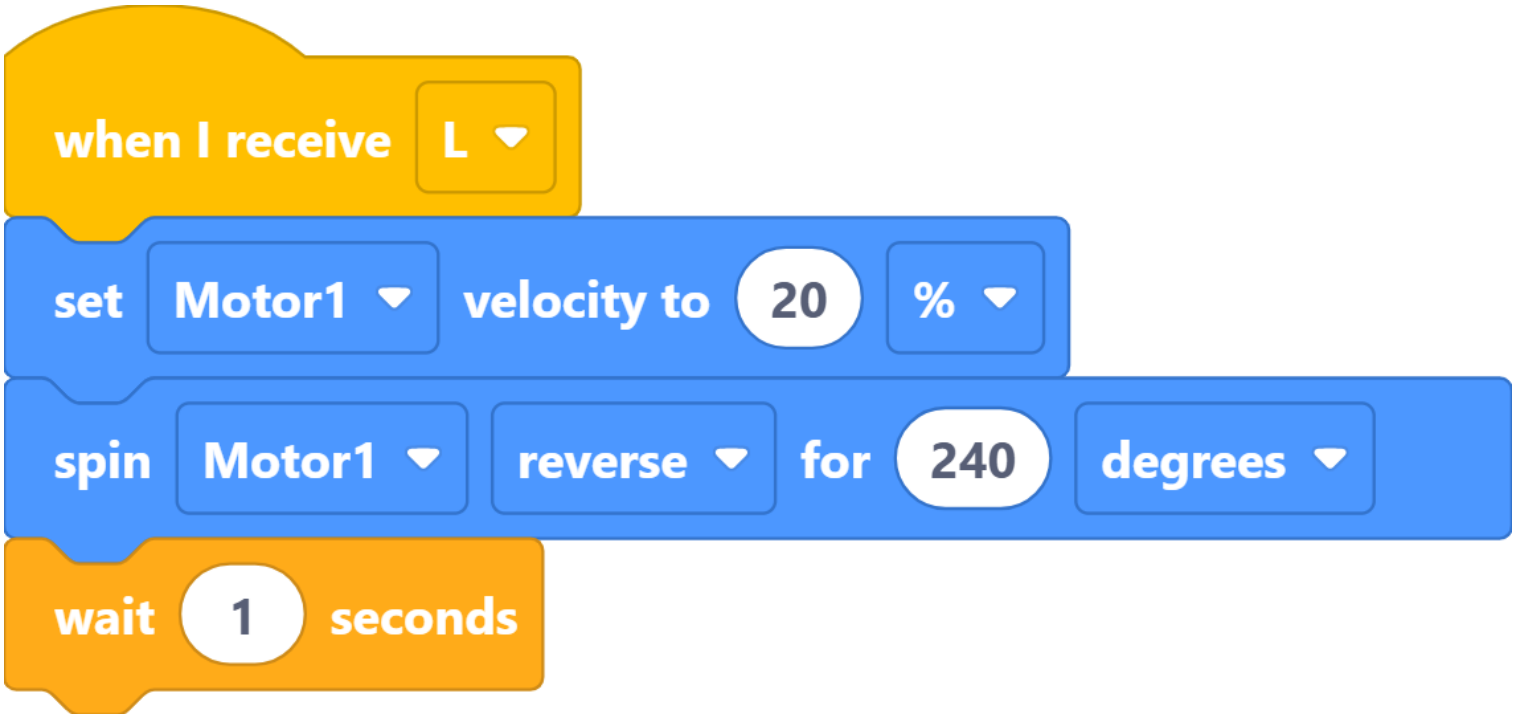
when I receive F_procR
repeat 2
if Grid_7 then
broadcast SVD_loct and wait
change SVD_Col by 1
else
broadcast SVD_loct and wait
change SVD_Col by -1
broadcast F and wait

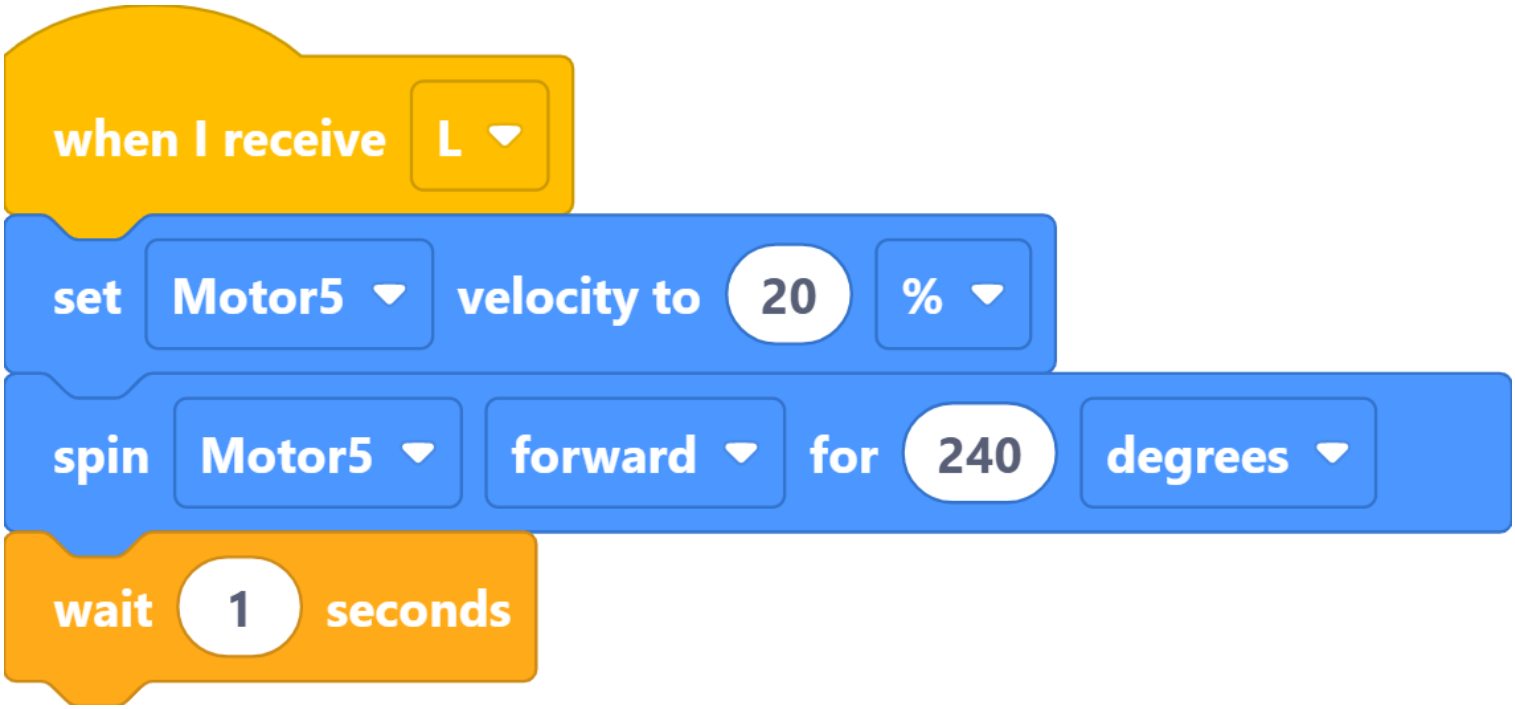

when I receive grid_visual
clear all rows on Brain
set cursor to row 1 column 1 on Brain
while row < 6
set col to 1
while col < 6
if item row col of grid = 3 then
set pen color to purple on Brain
print * on Brain
else if item row col of grid = 2 then
set pen color to red on Brain
print * on Brain
else if item row col of grid = 1 then
set pen color to orange on Brain
print * on Brain
else
set pen color to white on Brain
print * on Brain
change col by 1
set cursor to next row on Brain
change row by 1

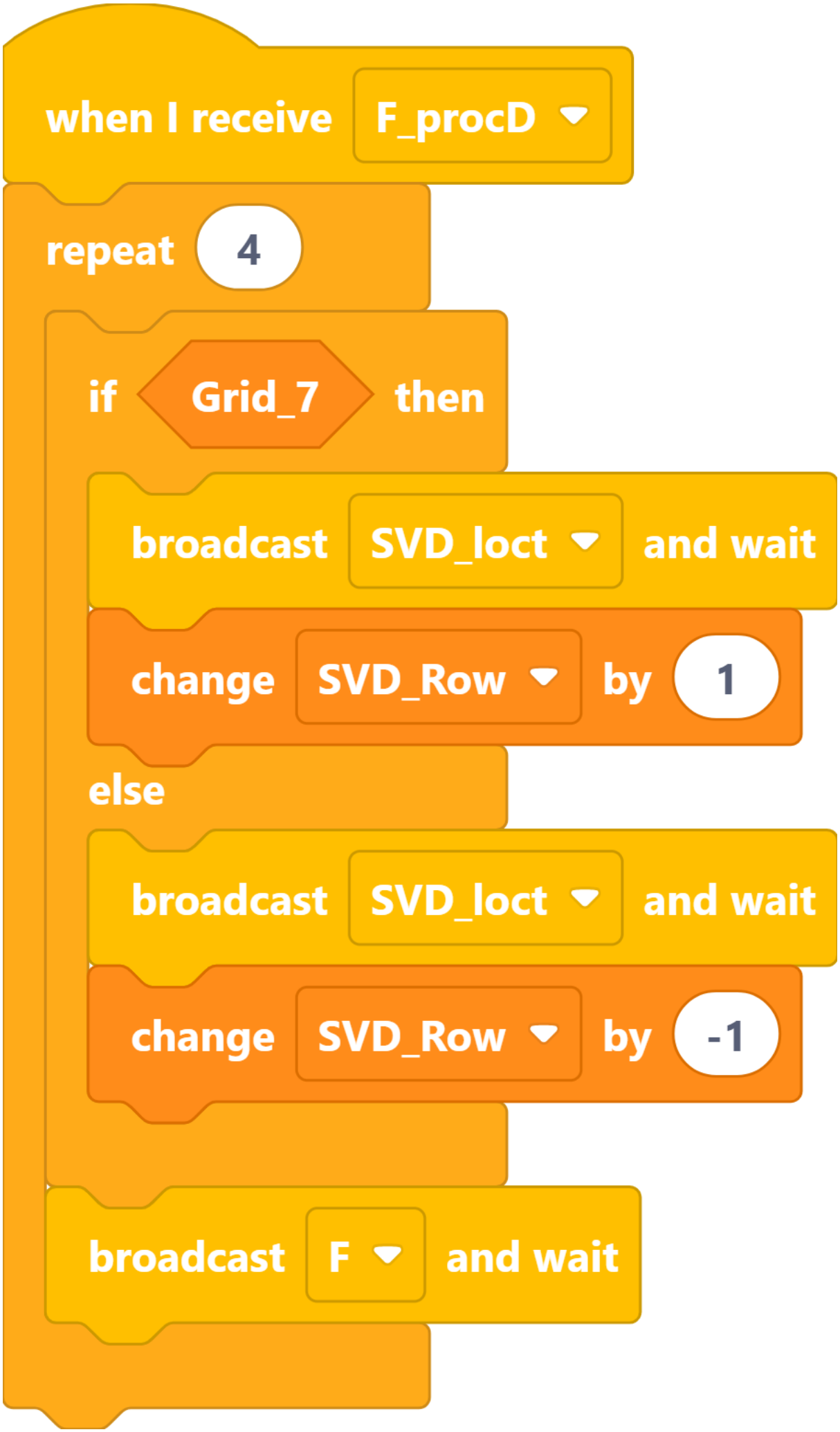

when I receive F
set Motor1 velocity to 20 %
spin Motor1 forward for 412.56 degrees
wait 1 seconds

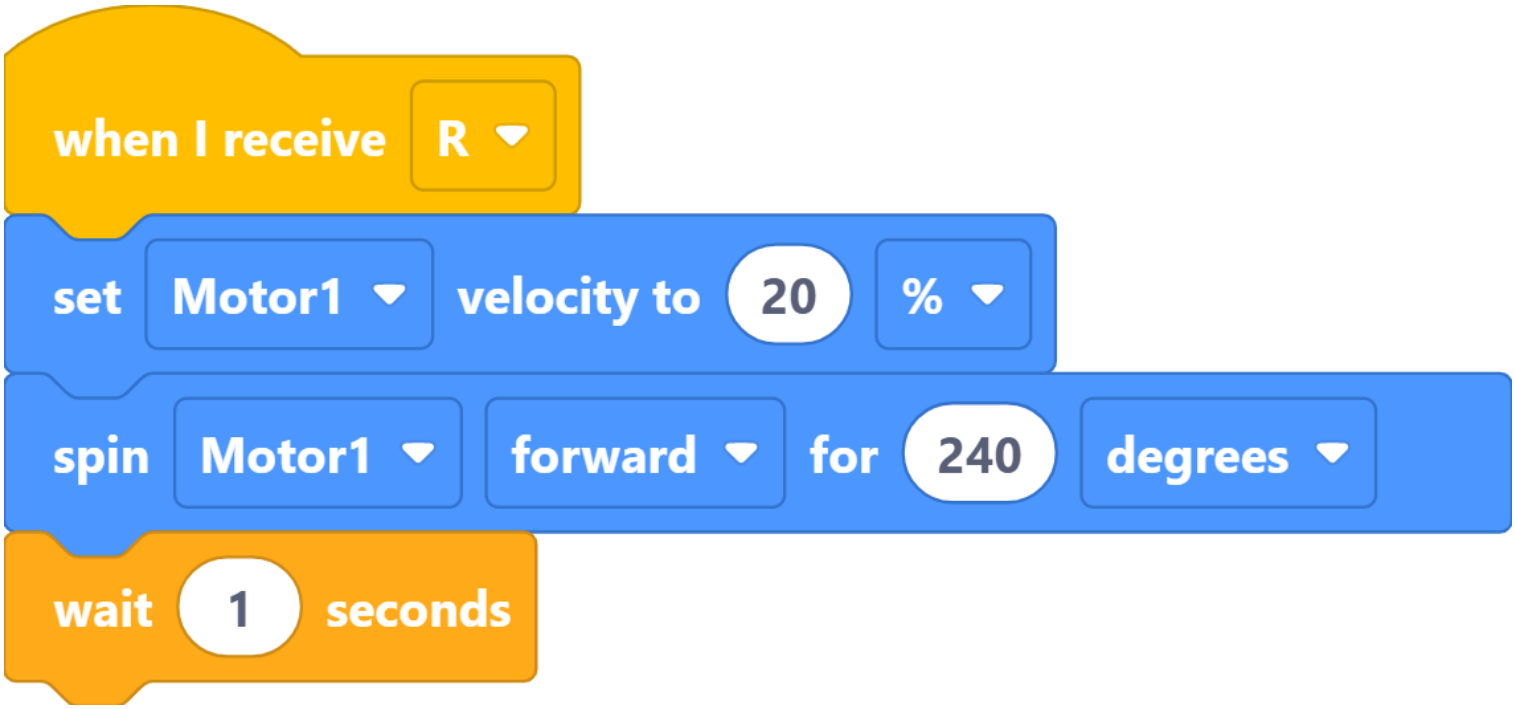

when I receive F
set Motor5 velocity to 20 %
spin Motor5 forward for 412.56 degrees
wait 1 seconds

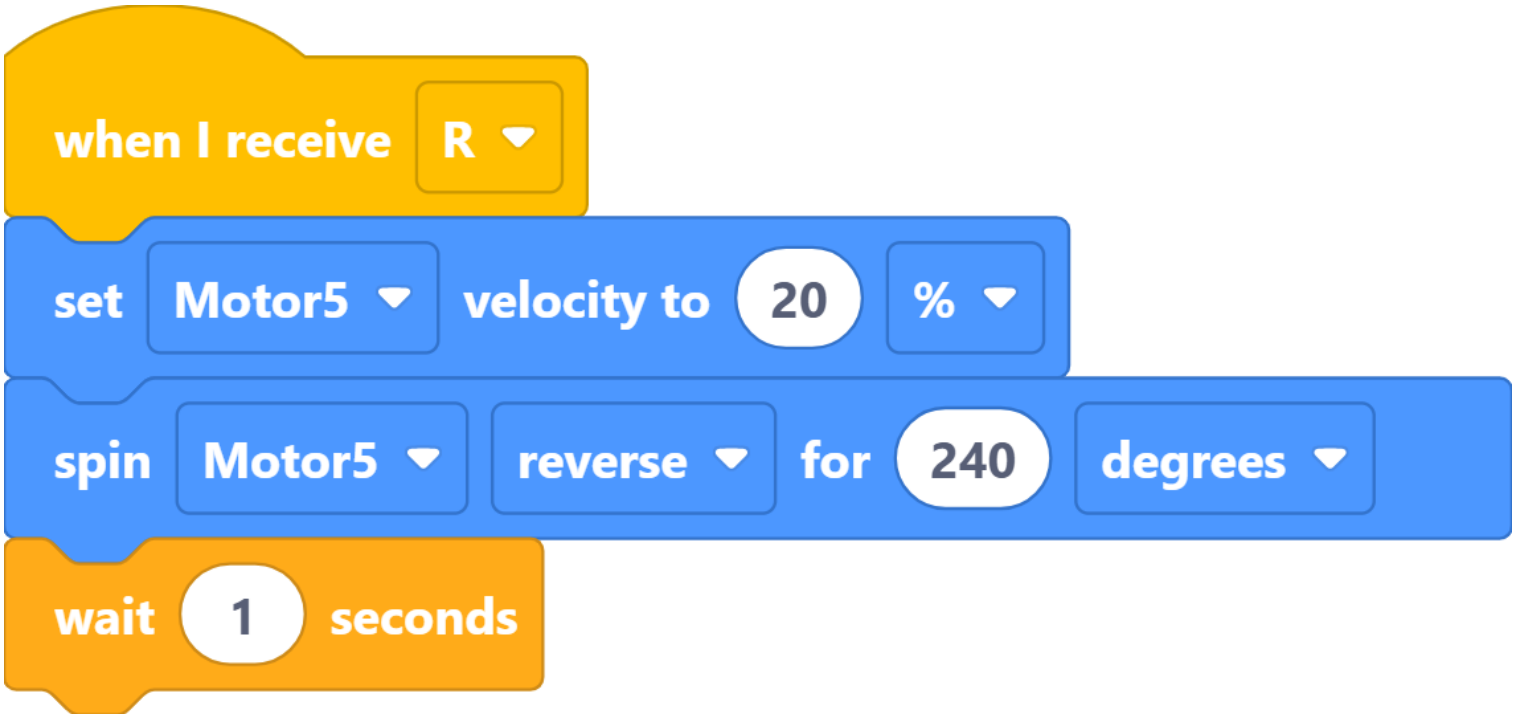

when Brain Right button pressed
if Debug then
change Grid_Num by 1
if Grid_Num = 11 then
set Grid_Num to 1
clear all rows on Brain
set cursor to row 1 column 1 on Brain
print Grid # on Brain
print Grid_Num on Brain

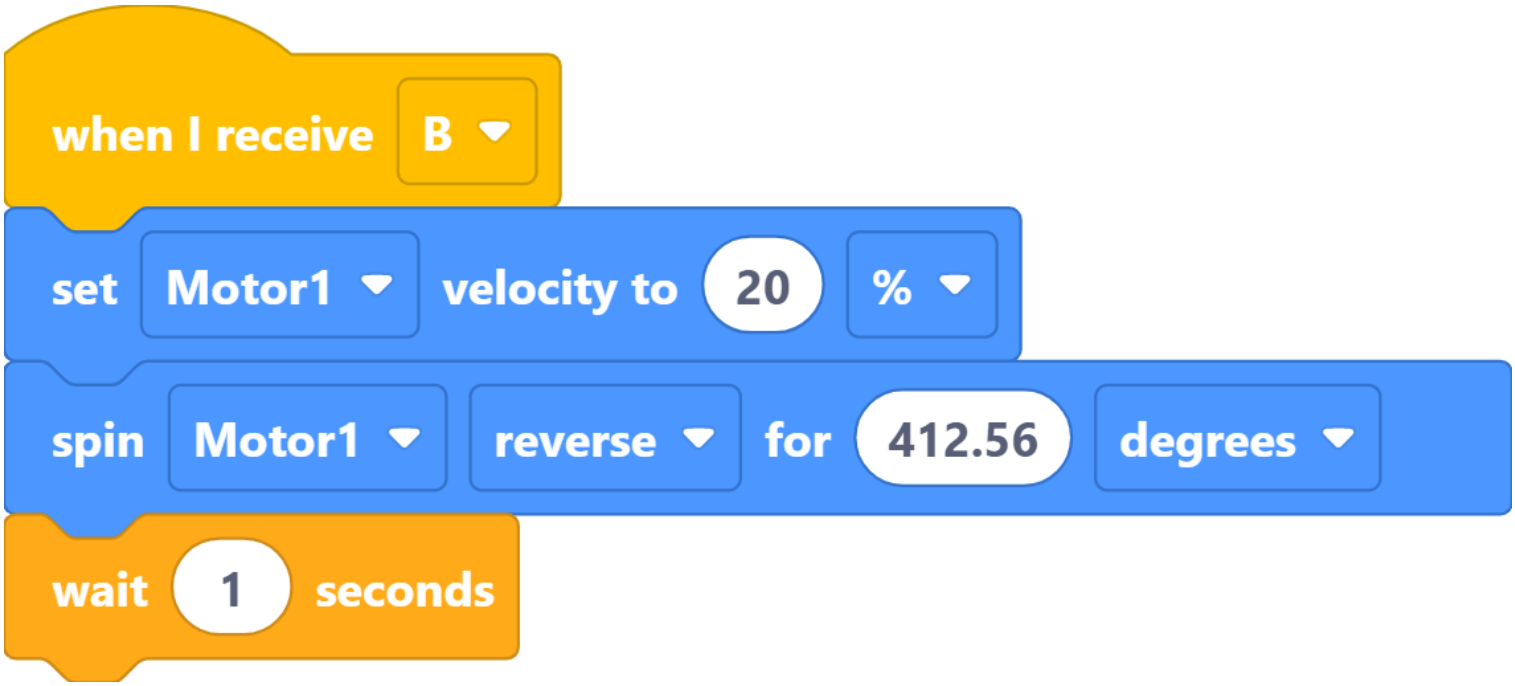

when I receive L
set Motor1 velocity to 20 %
spin Motor1 reverse for 240 degrees
wait 1 seconds

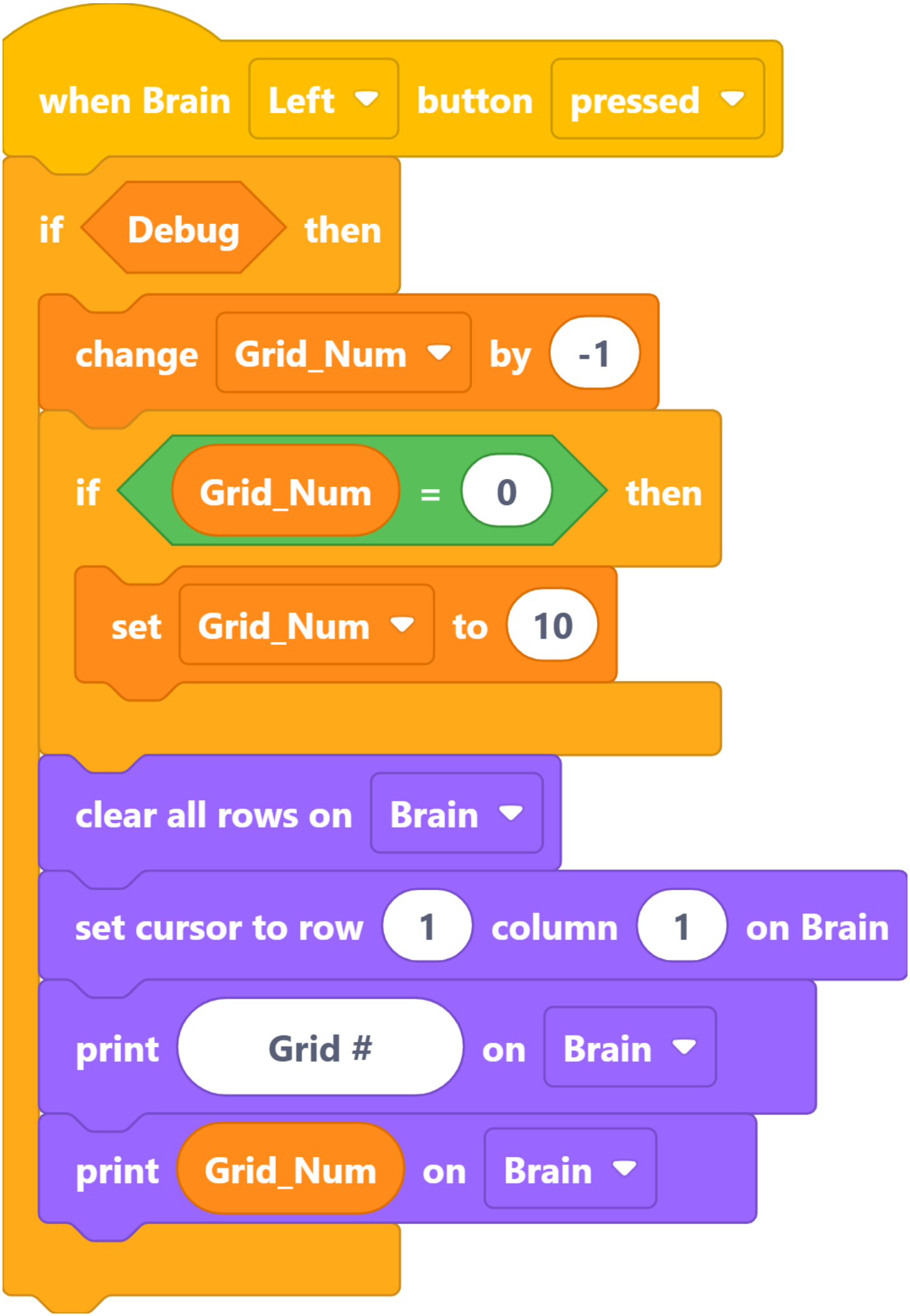

when I receive L
set Motor5 velocity to 20 %
spin Motor5 forward for 240 degrees
wait 1 seconds

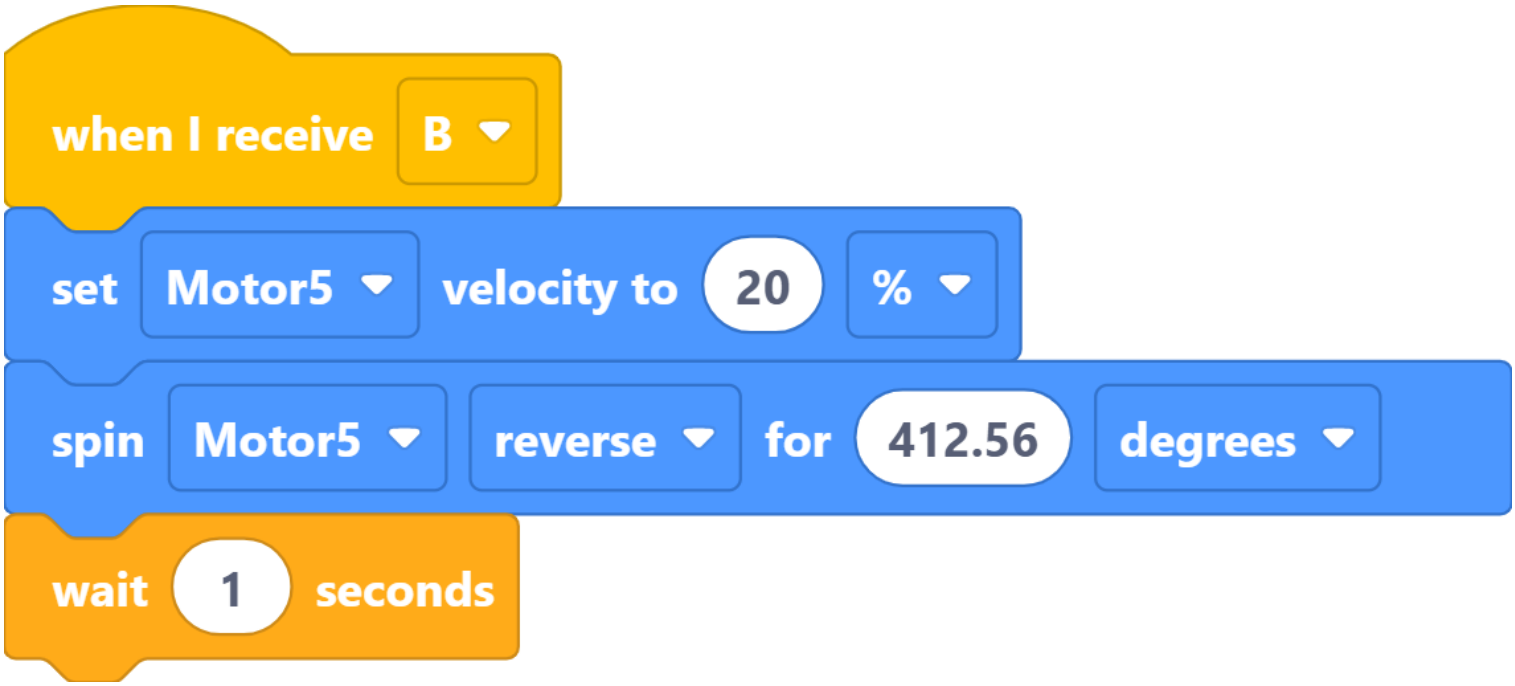

when I receive F_procD
repeat 4
if Grid_7 then
broadcast SVD_loct and wait
change SVD_Row by 1
else
broadcast SVD_loct and wait
change SVD_Row by -1
broadcast F and wait

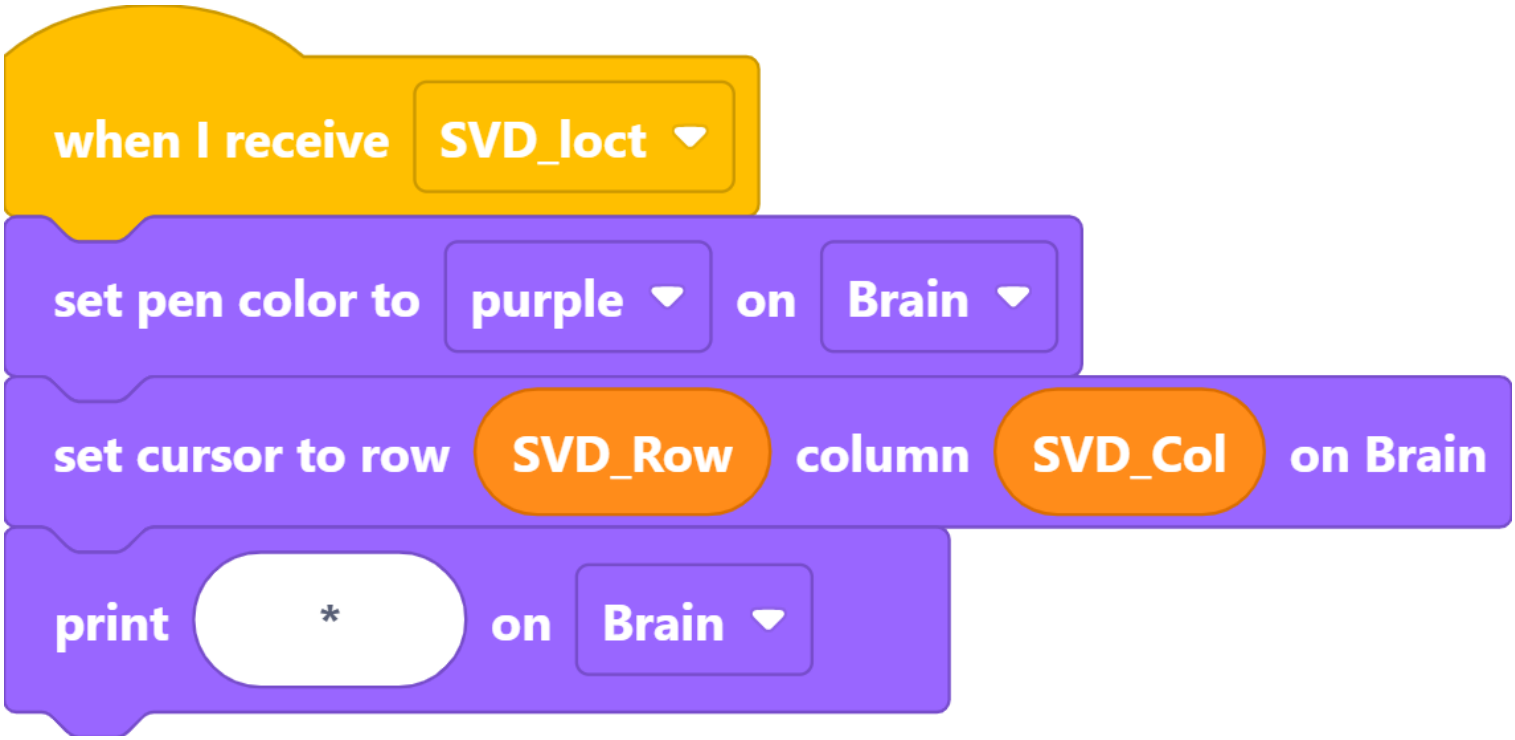

when I receive R
set Motor1 velocity to 20 %
spin Motor1 forward for 240 degrees
wait 1 seconds

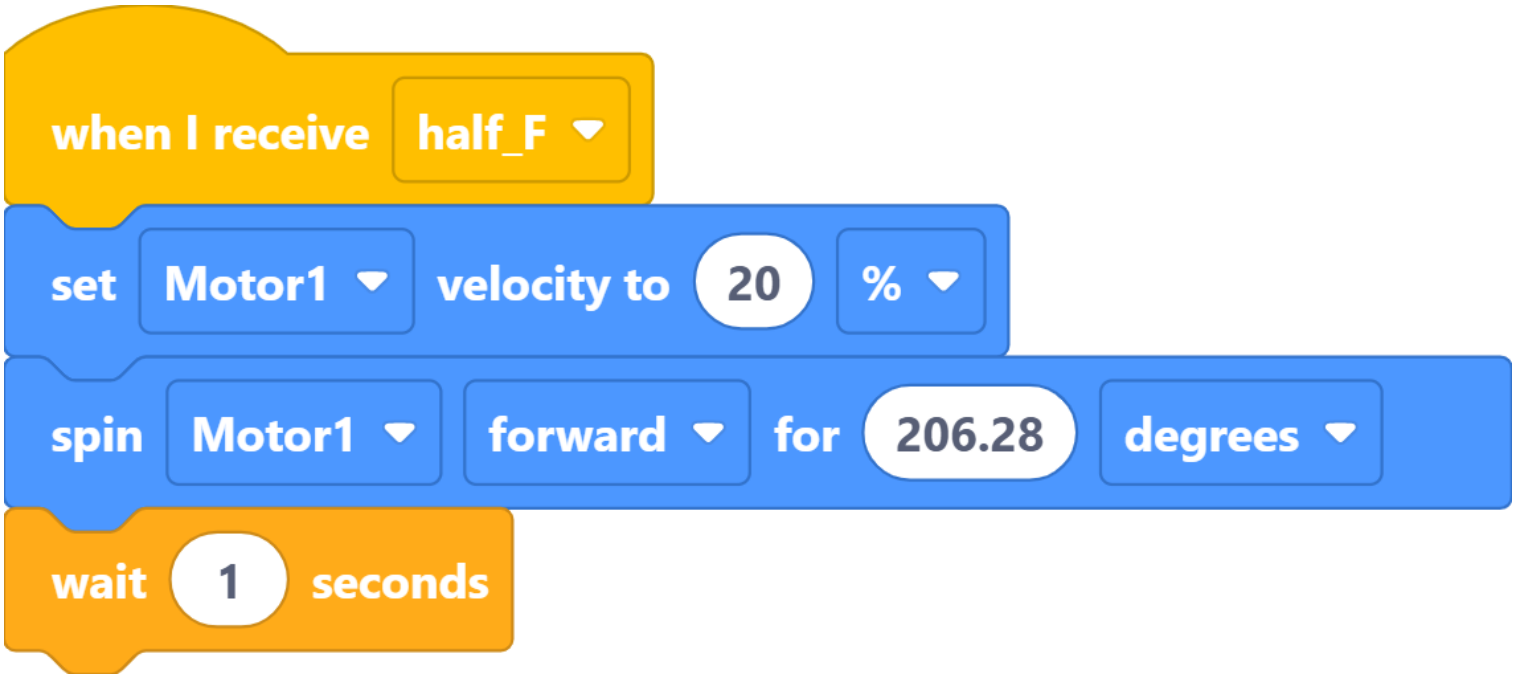

when I receive R
set Motor5 velocity to 20 %
spin Motor5 reverse for 240 degrees
wait 1 seconds

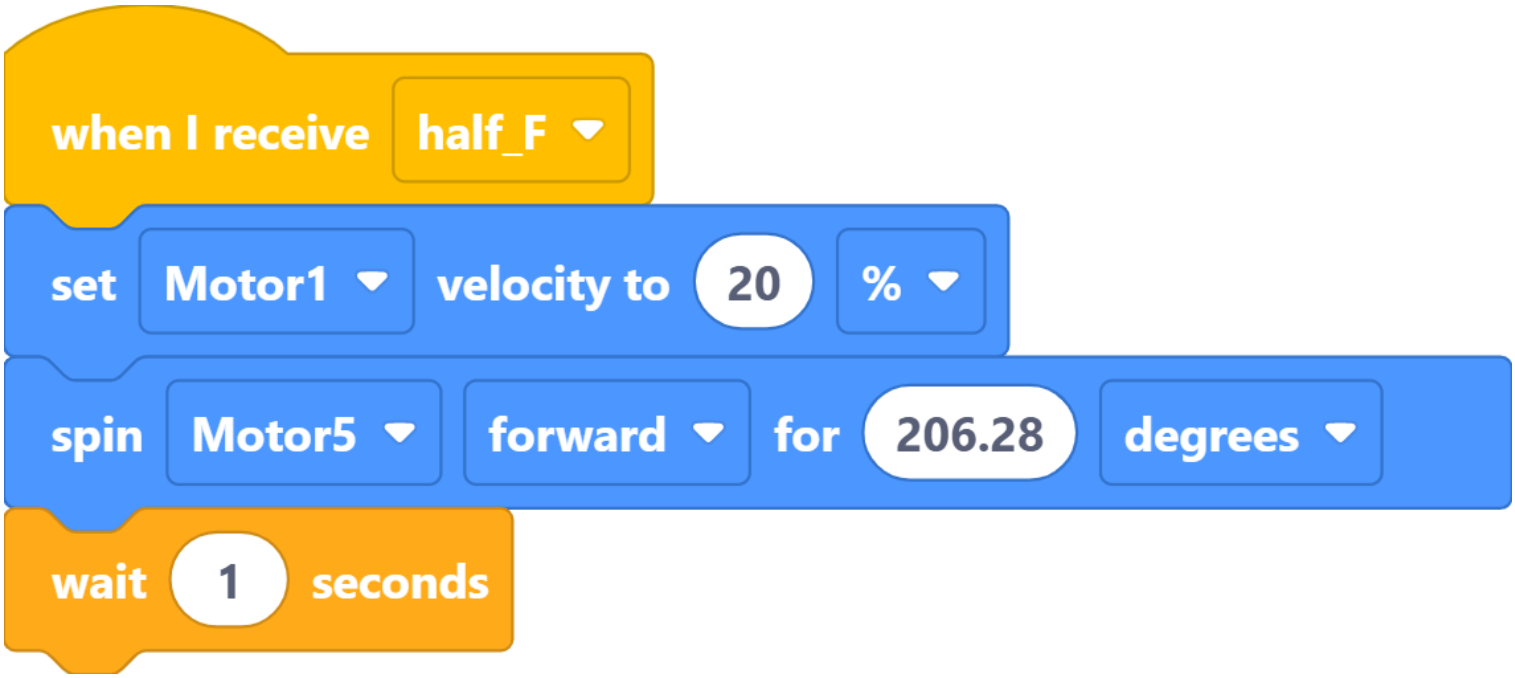

when I receive B
set Motor1 velocity to 20 %
spin Motor1 reverse for 412.56 degrees
wait 1 seconds

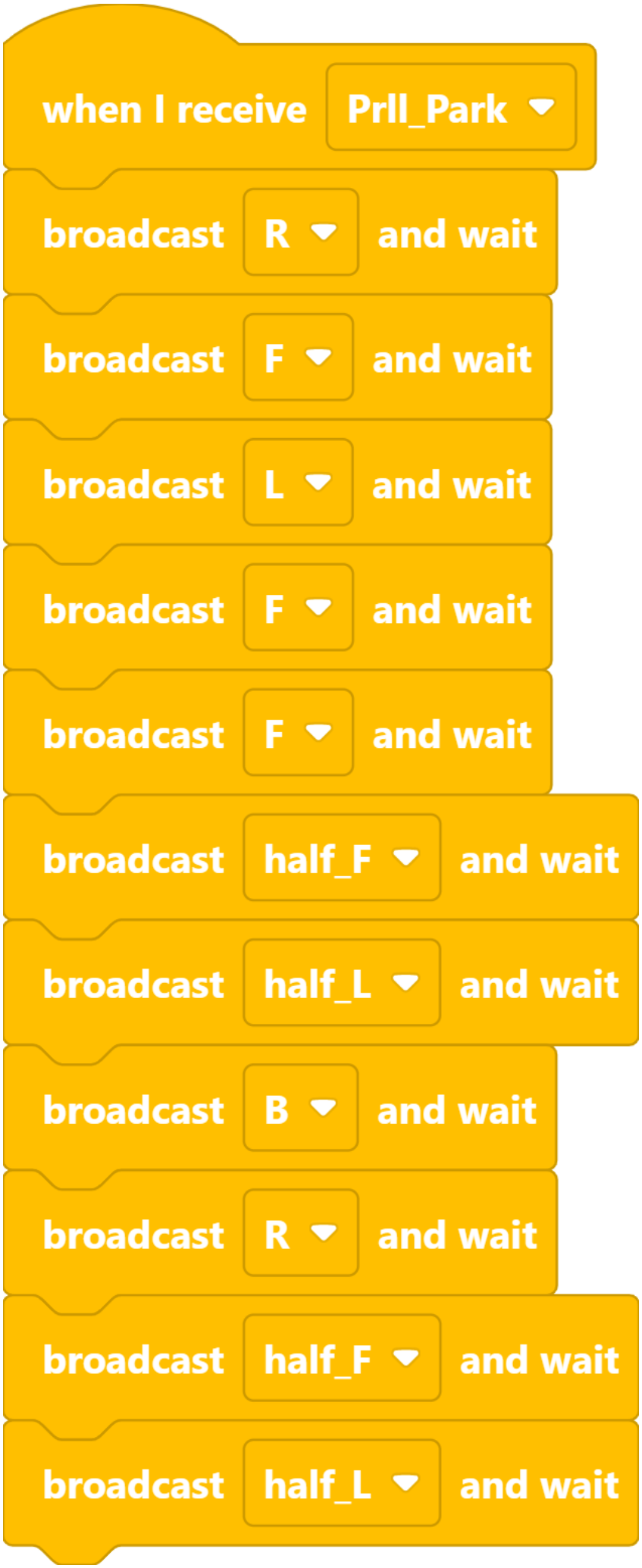

when Brain Left button pressed
if Debug then
change Grid_Num by -1
if Grid_Num = 0 then
set Grid_Num to 10
clear all rows on Brain
set cursor to row 1 column 1 on Brain
print Grid # on Brain
print Grid_Num on Brain

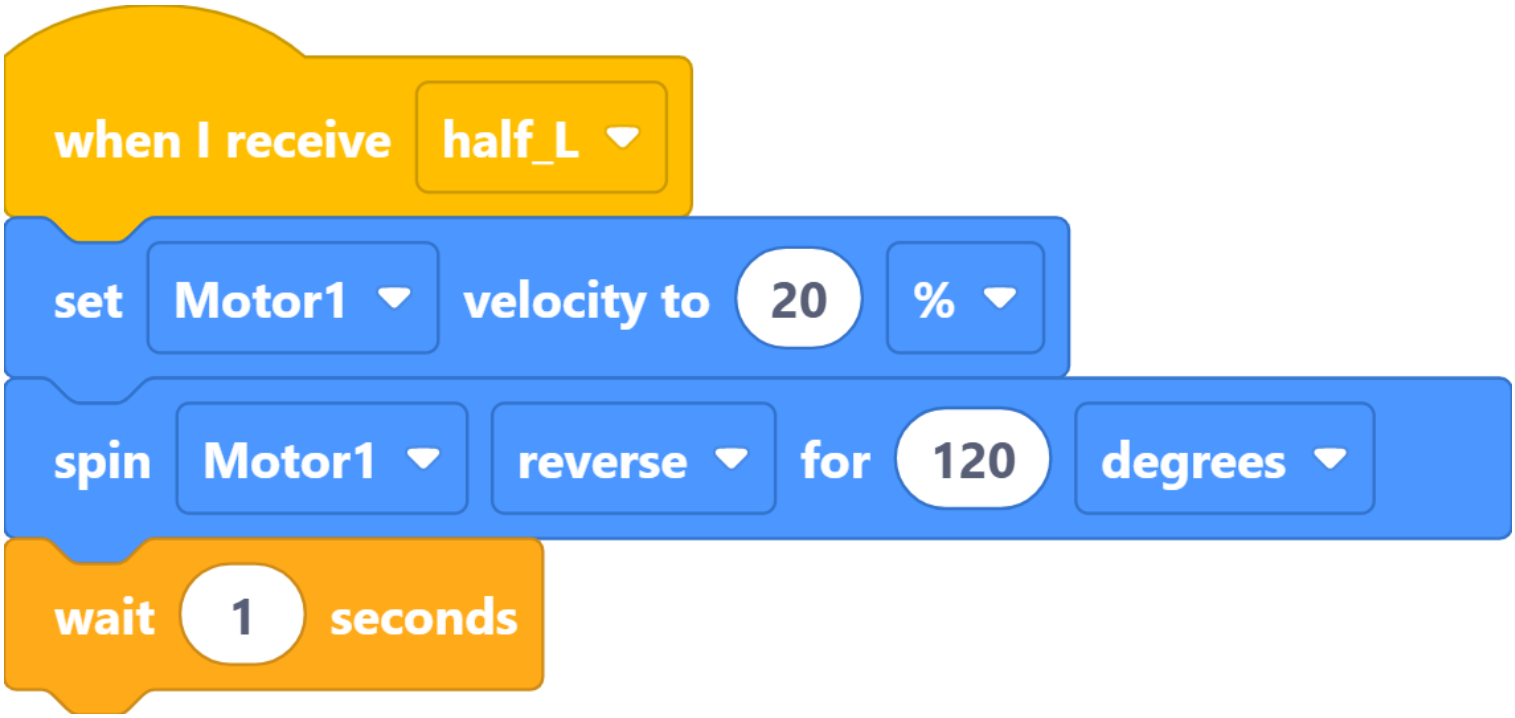

when I receive B
set Motor5 velocity to 20 %
spin Motor5 reverse for 412.56 degrees
wait 1 seconds

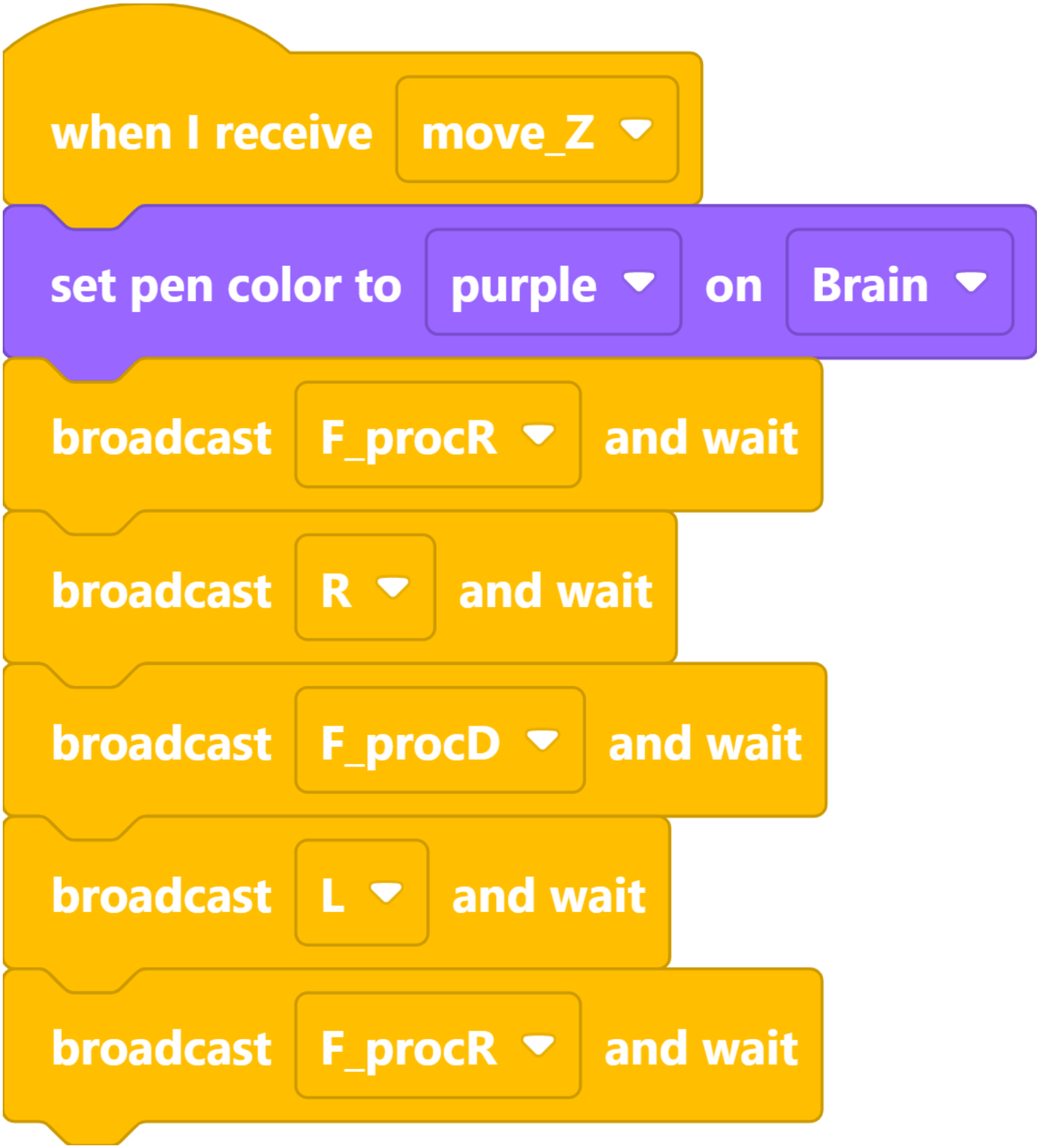

when I receive SVD_loct
set pen color to purple on Brain
set cursor to row SVD_Row column SVD_Col on Brain
print * on Brain

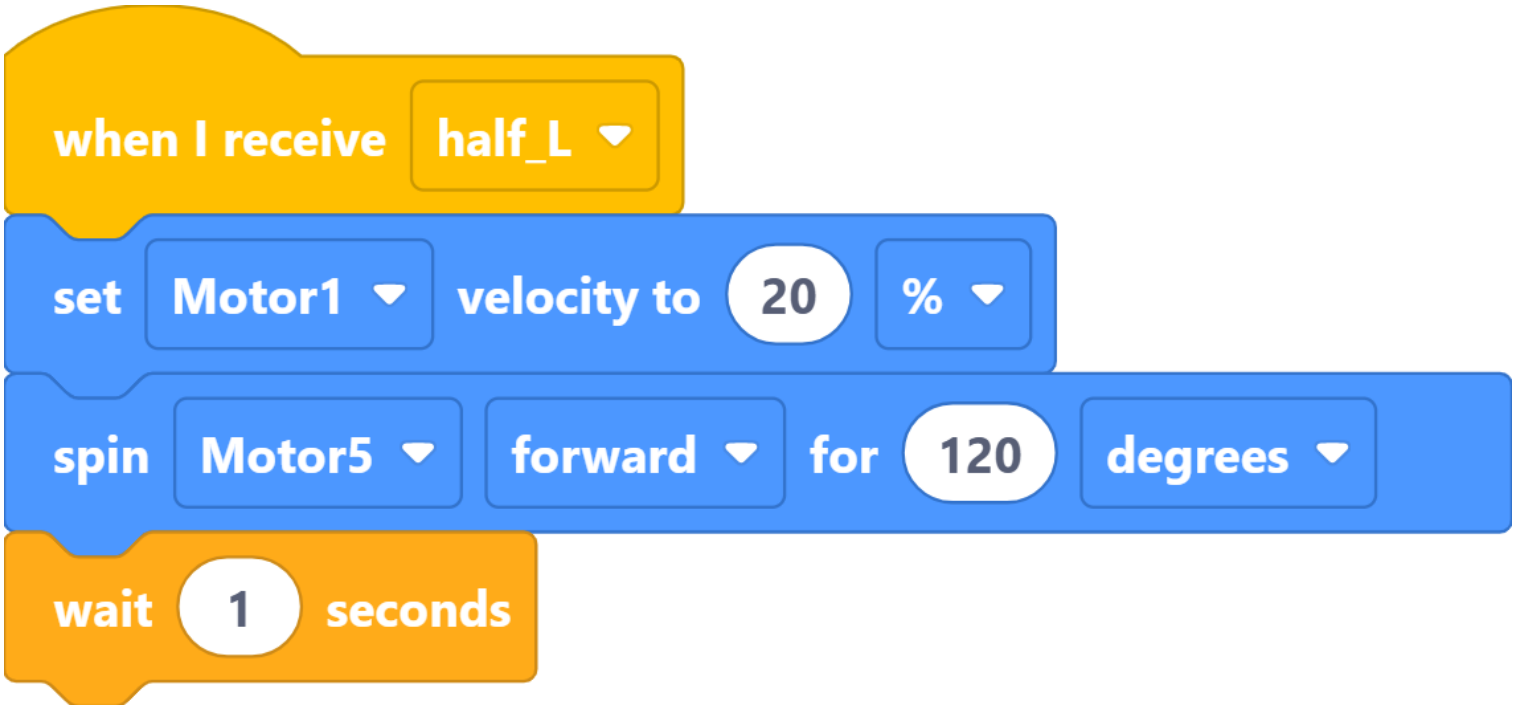

when I receive half_F
set Motor1 velocity to 20 %
spin Motor1 forward for 206.28 degrees
wait 1 seconds

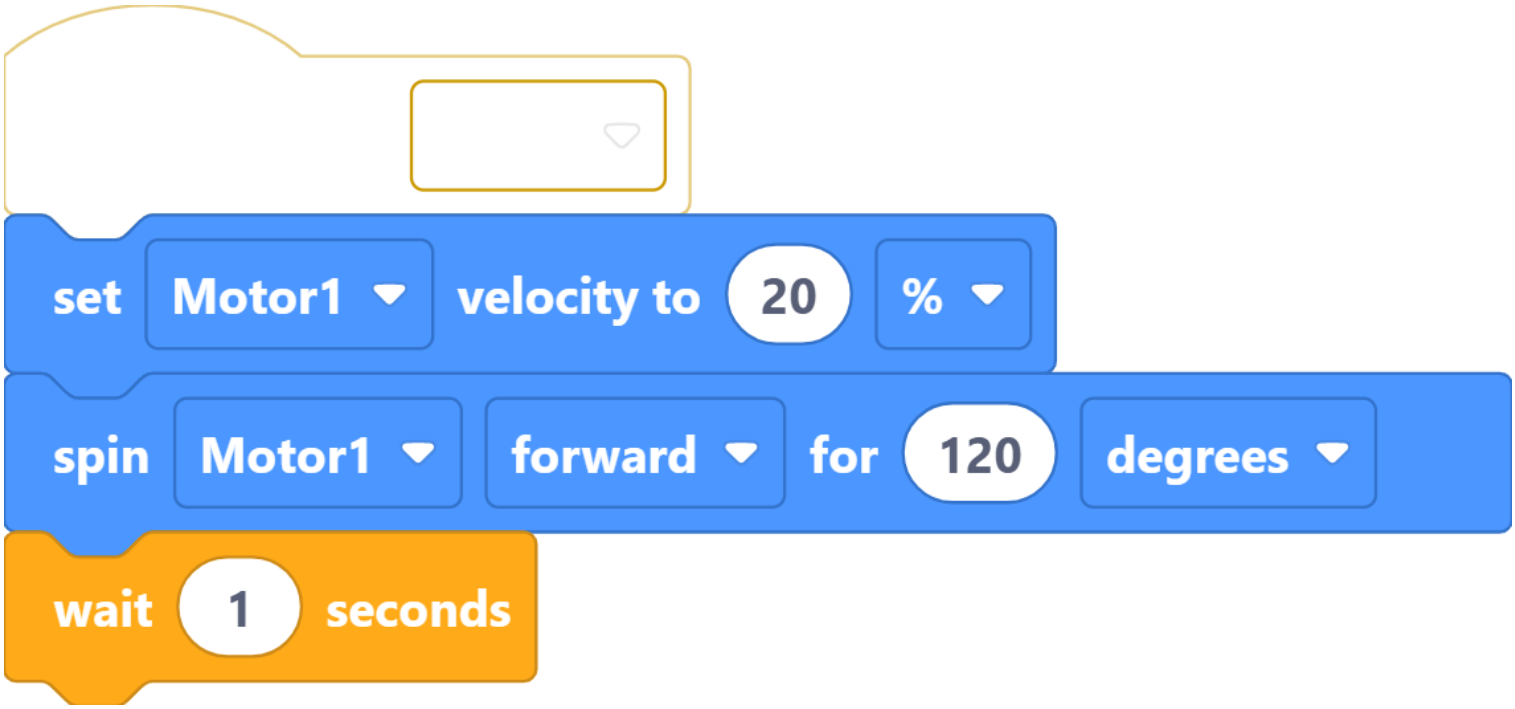

when I receive half_F
set Motor1 velocity to 20 %
spin Motor5 forward for 206.28 degrees
wait 1 seconds

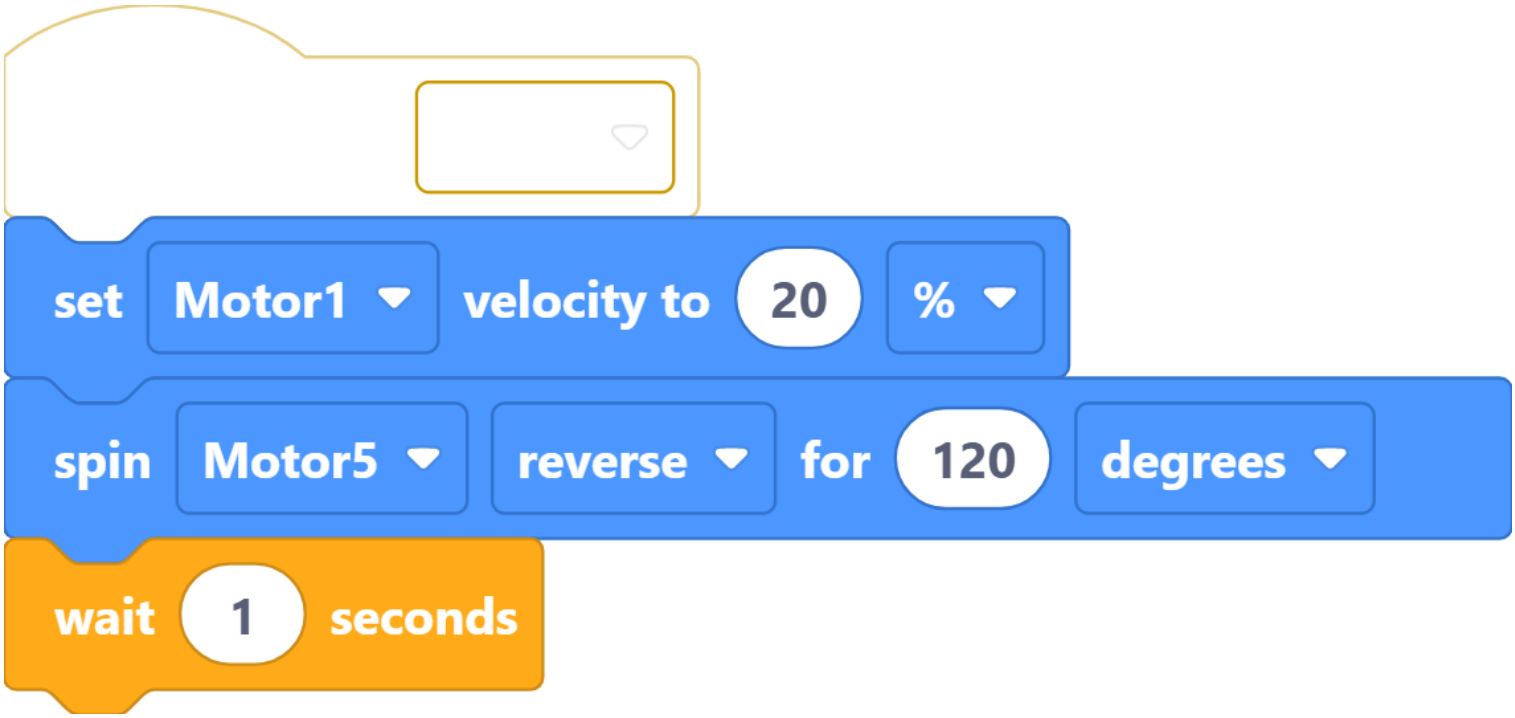

when I receive Prll_Park
broadcast R and wait
broadcast F and wait
broadcast L and wait
broadcast F and wait
broadcast F and wait
broadcast half_F and wait
broadcast half_L and wait
broadcast B and wait
broadcast R and wait
broadcast half_F and wait
broadcast half_L and wait

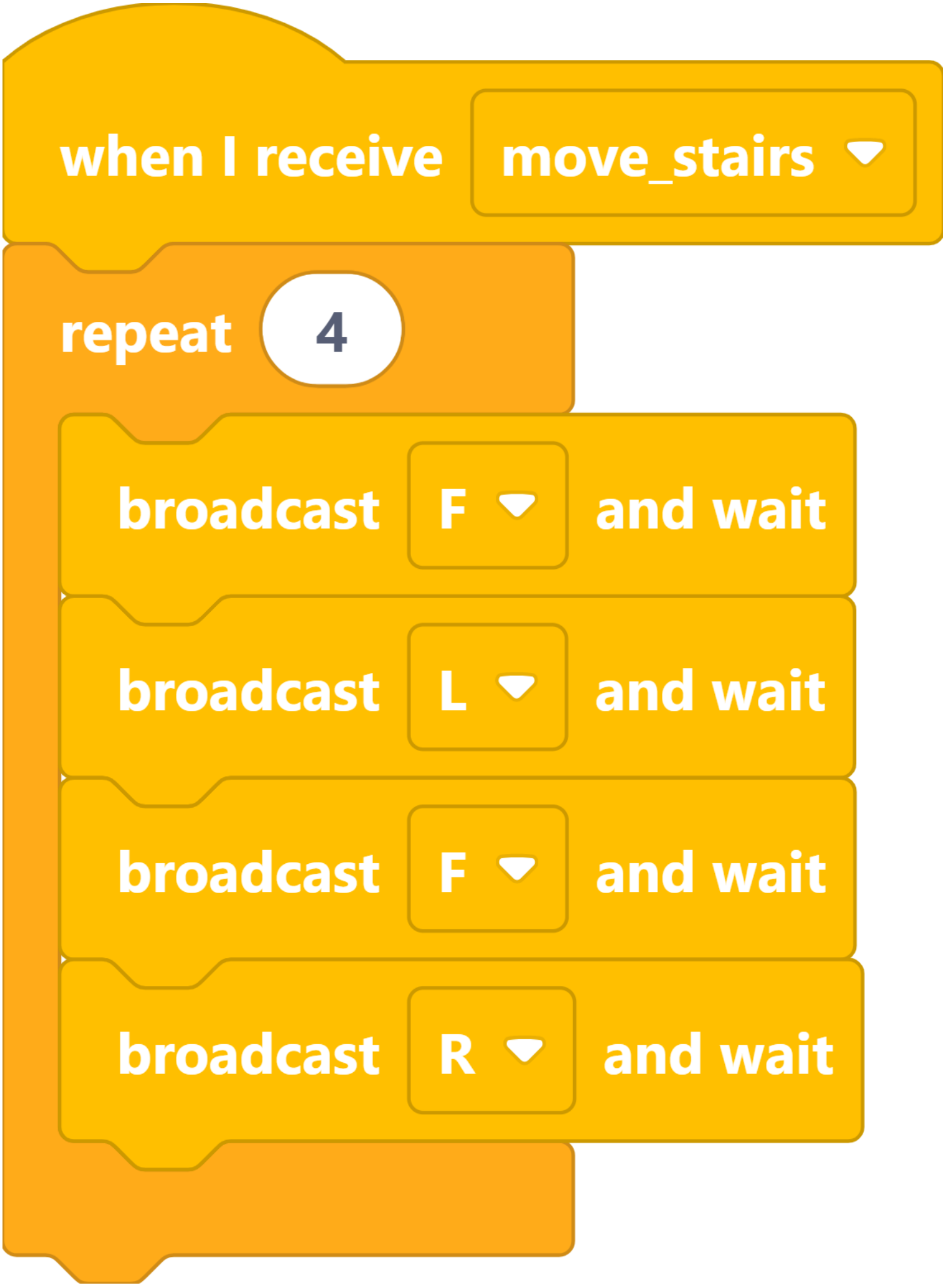

when I receive half_L
set Motor1 velocity to 20 %
spin Motor1 reverse for 120 degrees
wait 1 seconds

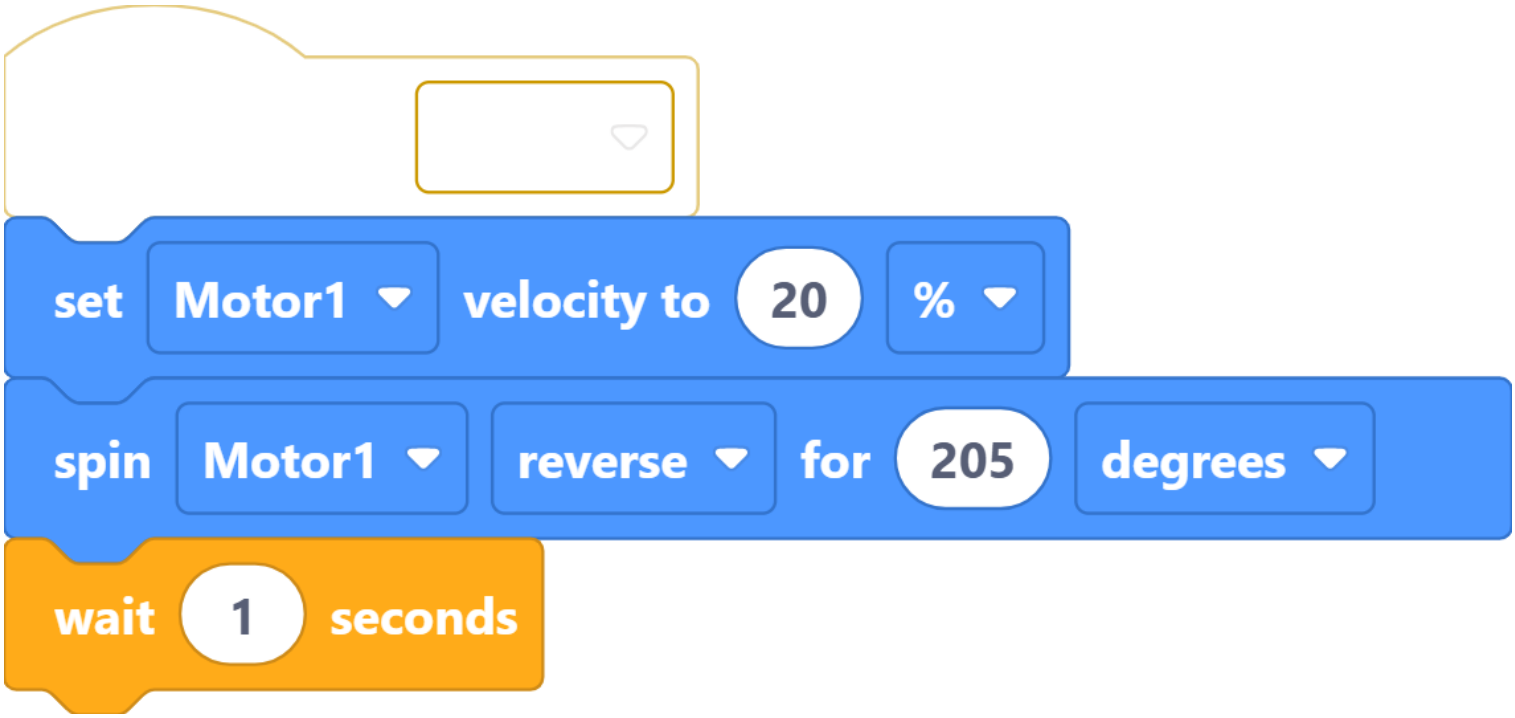

when I receive move_Z
set pen color to purple on Brain
broadcast F_procR and wait
broadcast R and wait
broadcast F_procD and wait
broadcast L and wait
broadcast F_procR and wait

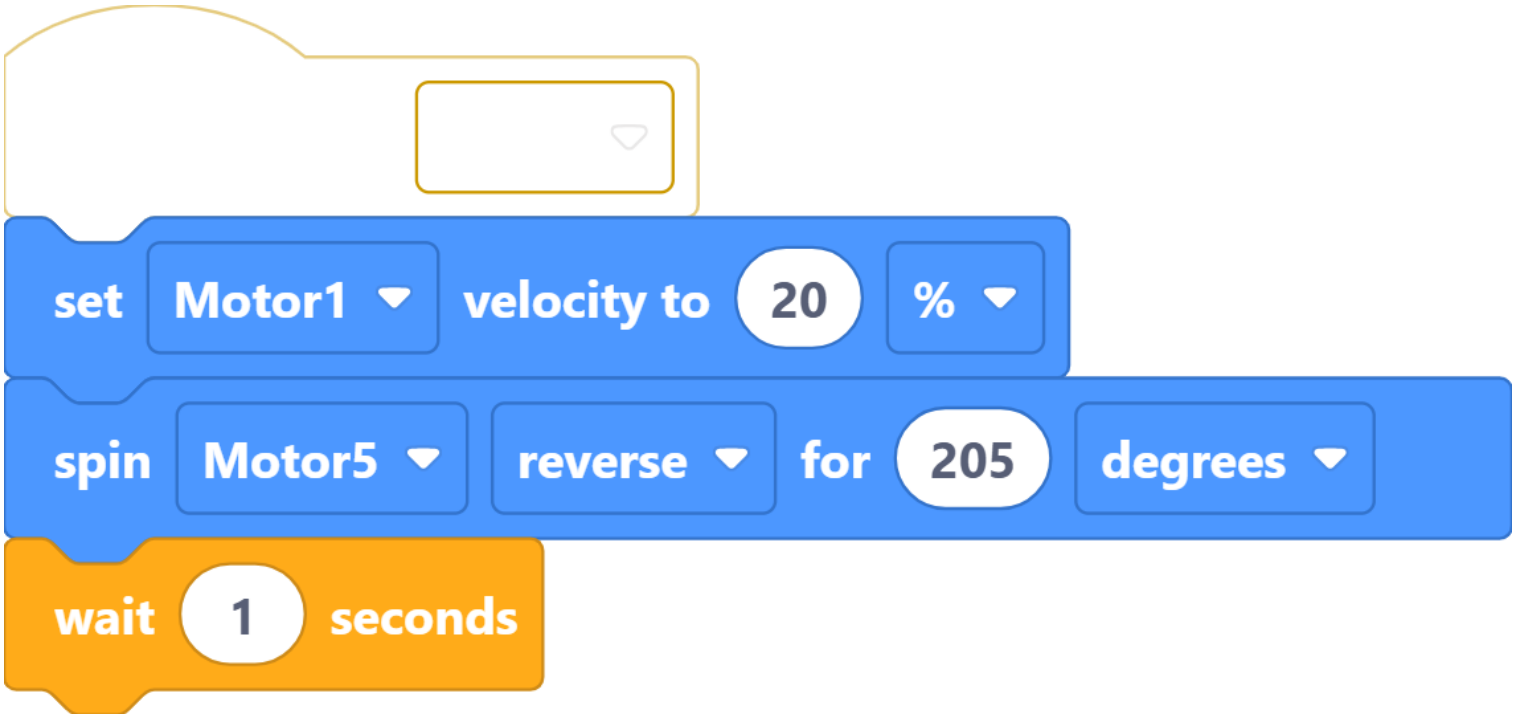

when I receive half_L
set Motor1 velocity to 20 %
spin Motor5 forward for 120 degrees
wait 1 seconds


set Motor1 velocity to 20 %
spin Motor1 forward for 120 degrees
wait 1 seconds


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

when I receive move_S
repeat 3
broadcast F and wait
broadcast R and wait
repeat 2
broadcast F and wait
broadcast R and wait
broadcast F and wait
broadcast L and wait
repeat 2
broadcast F and wait
broadcast L and wait
broadcast F and wait
broadcast F and wait