Exercise on Bluetooth with LeJOS and EV3

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The exercise

From last week's exercise you should have a robot with some simple behaviours. In Bagnall's book pp. 217–222, you can find two programs by means of which you can control a robot using a GUI running on the computer, but it does not use behaviours. Your task is to take the GUI and communication parts of this program and integrate it into the behaviour-based program.

Step 1

If you have not already done so, take the behaviour-based example program that we used last week and get it to run on your robot. It has three behaviours, drive forward, avoid obstacle, and stop if the touch sensor is clicked.

Step 2

Add a new behaviour for the GUI controlled remote control. The priority of this behaviour should be less that the stop behaviour but higher that the others.