Button start servo

1. Learning goal

In this lesson, we will learn how to use button control servo by graphical programming.

2. Looking for building blocks

The following is the location of the building blocks required for this programming.

1) The content in the Omniduino setup block will only run once when the Omniduino is turned on

or the reset button is pressed.
We can write into the initialization and other content in this block.
The content in the loop is the main loop function of the Omniduino car, most of the data processing and logic processing are completed in this function.

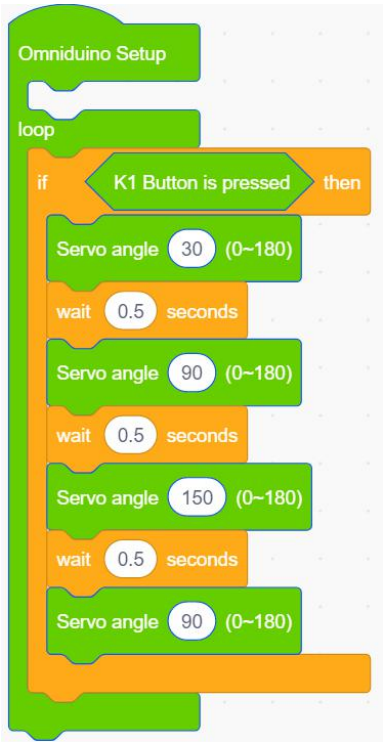
2) If...then..; building block is used to determine the condition.

3) Button

4) Servo angle: you can select angle(0~180)

5) The function of waiting for the blocks is equivalent to the delay function in the program. We can enter different values according to our needs. (Unit: second)

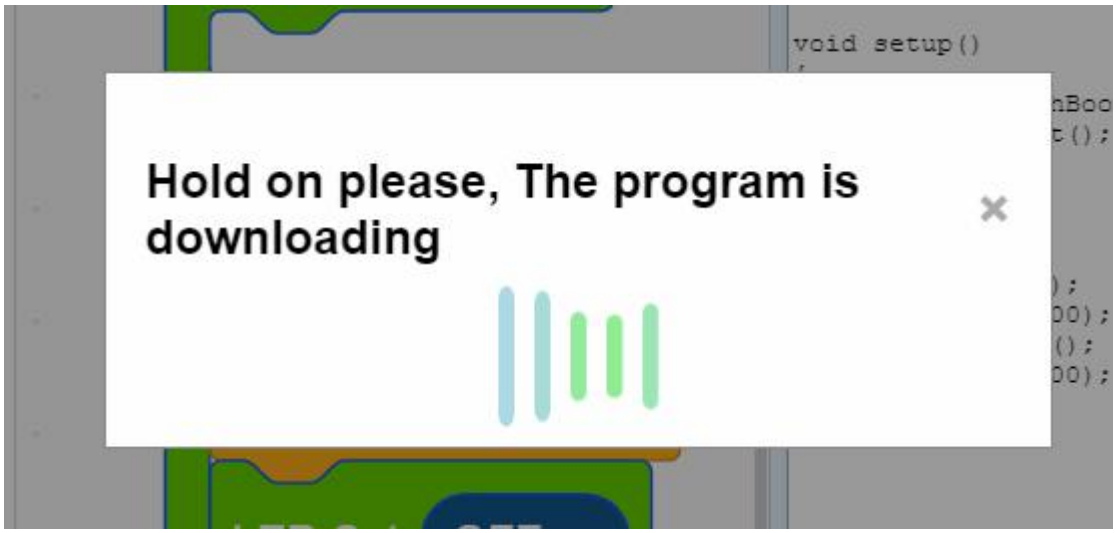
Combine blocks



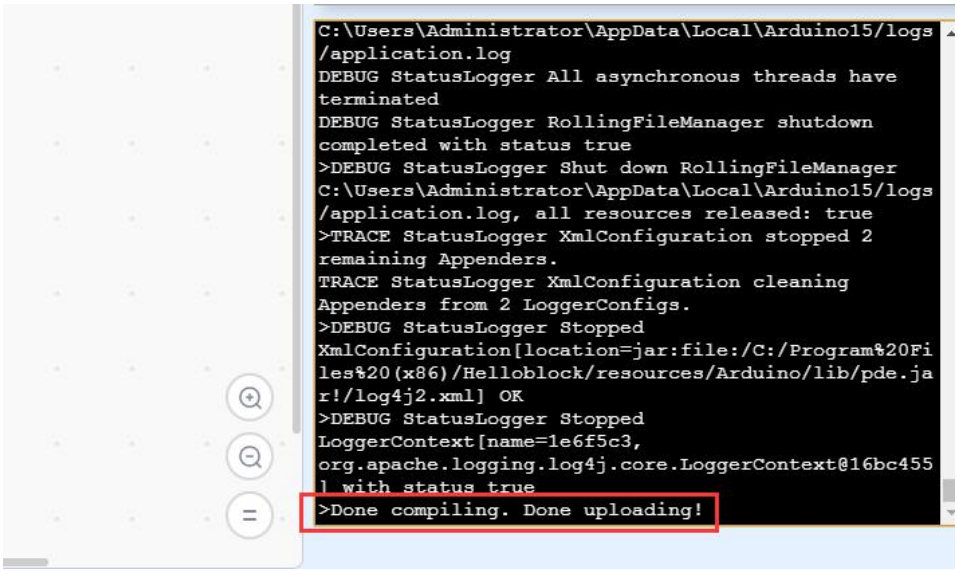
3. Compiling and uploading the program

3.1 After building the blocks, click the **[code mode]** in the upper right corner of the Helloblock programming interface. We can see the corresponding Arduino code.

3.2 Then, you need to connect Omniduino car to your computer. Select the CH340 port number identified in the previous step in the upper right corner. Then, click the up arrow to start compiling and uploading the program.



3.3 When the words **"Done compiling Done uploading"** appear in the lower right corner of the programming interface, which means the program has been uploaded.



4. Experimental phenomenon

After the program is downloaded. When we press the button every time, servo turn to 60°--> 90°-->150° --> 90°.