

04. Car rotation

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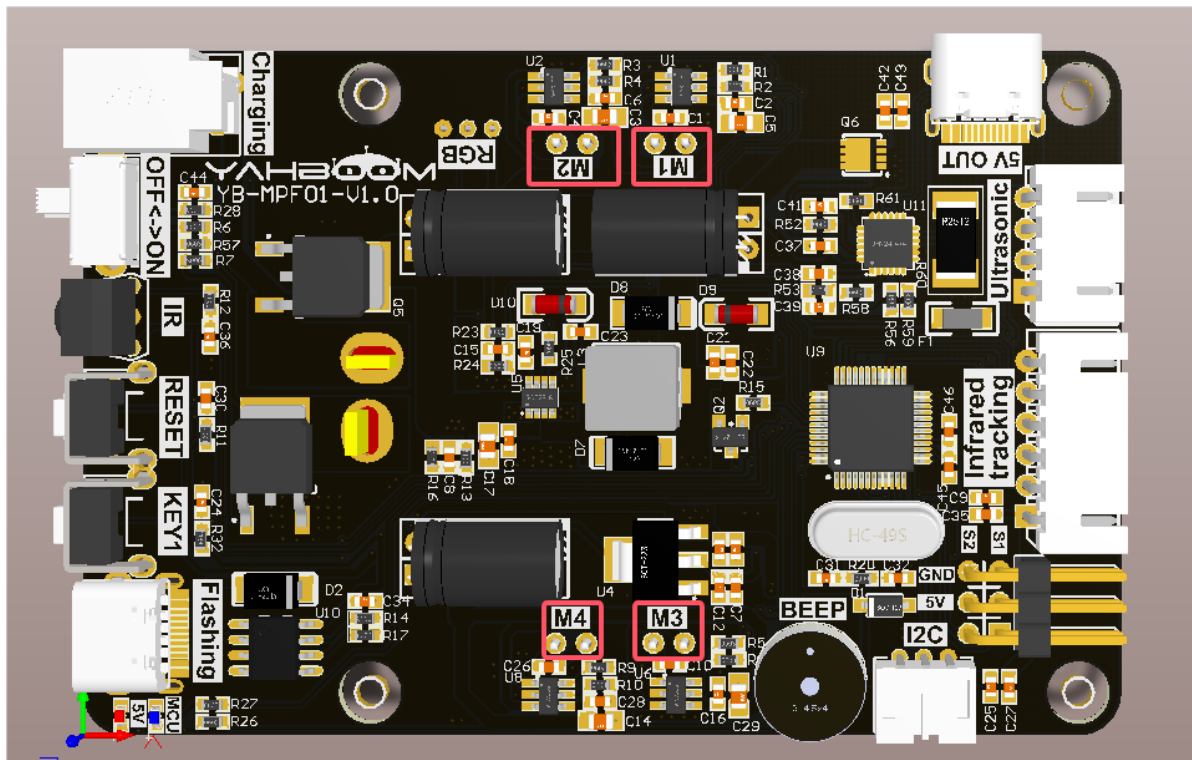
1. Learning objectives
2. Experimental preparation
3. Core code analysis
4. Experimental phenomenon

1. Learning objectives

Control the car to rotate left and right.

2. Experimental preparation

As shown in the figure below, the motor needs to be connected to the expansion board.



3. Core code analysis

Car direction diagram

q w e

a-- | --d

z x c

McLumk_Wheel_Sports library function required to control the car movement:

```
rotate_left(speed)
```

Parameter explanation: Control the car to rotate left

speed: [0,255], the larger the value, the faster the left rotation

Return value: None.

```
rotate_right(speed)
```

Parameter explanation: control the car to rotate right

speed: [0,255], the larger the value, the faster the right rotation

Return value: None.

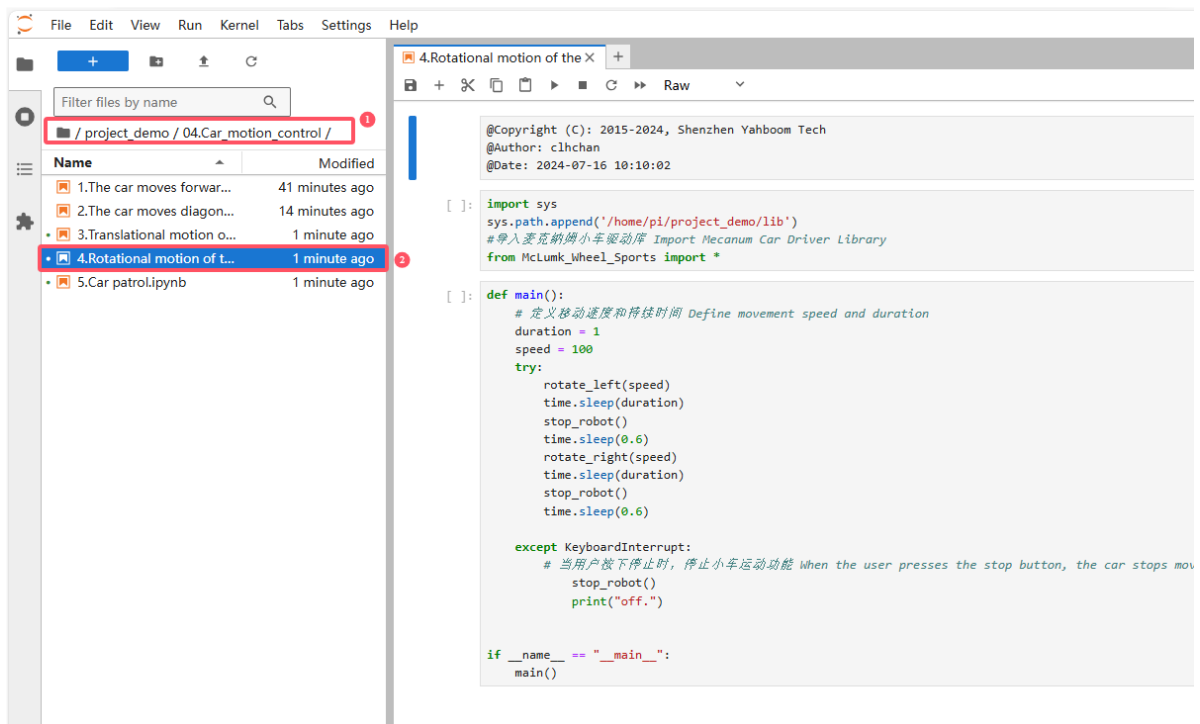
Source code path: project_demo/04.Car_motion_control

Library path: project_demo/lib

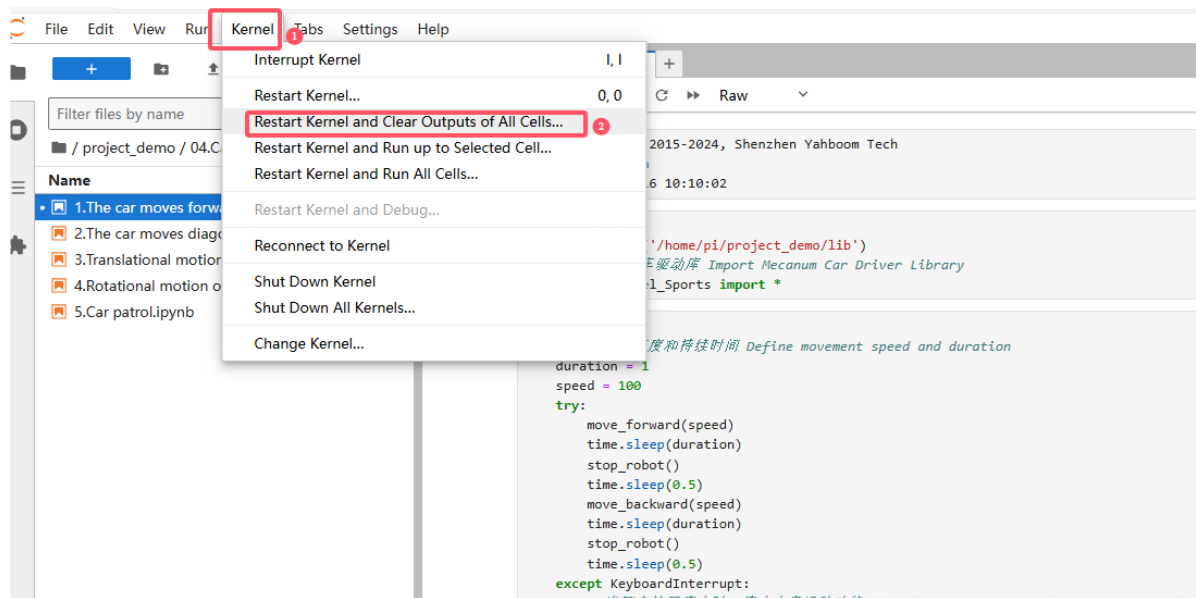
4. Experimental phenomenon

Turn on the robot, open the computer browser to enter the Jupyter lab editor

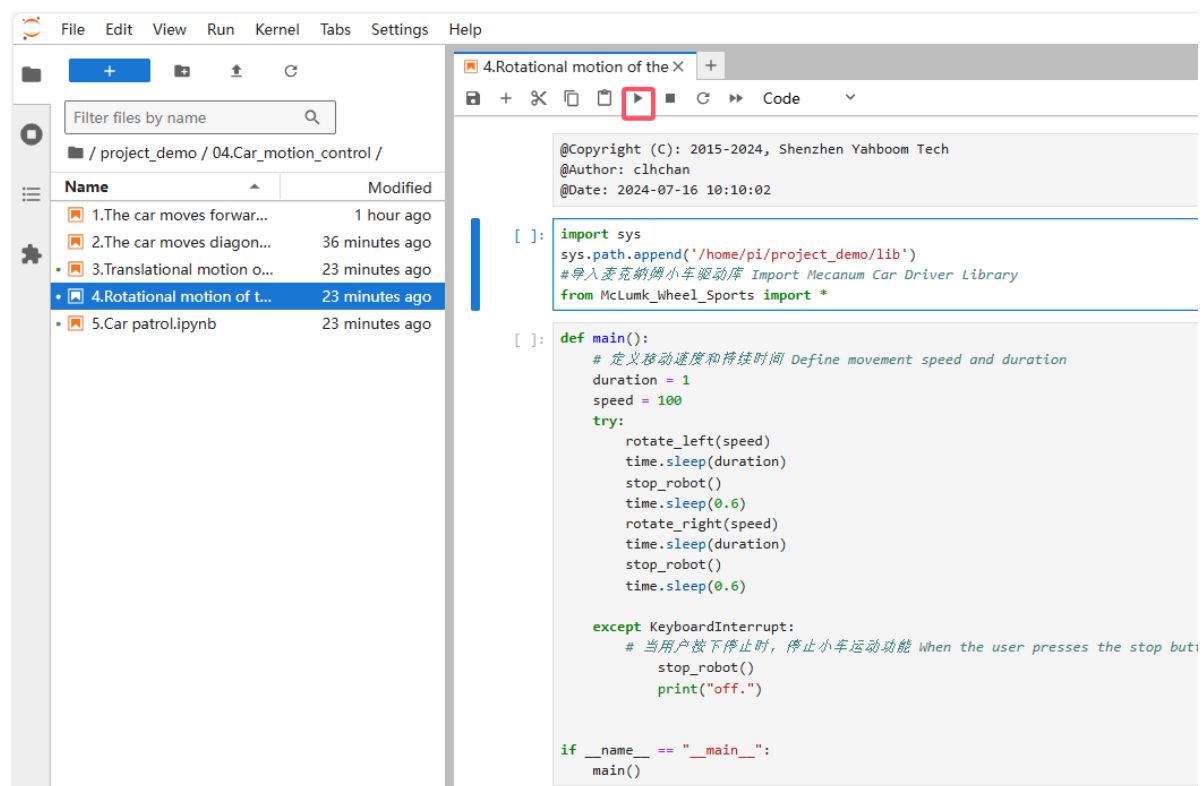
Enter the source code path and double-click the code to be run



Restart the kernel and clear all outputs



Click the first code block, then click the run button to start running one by one



After the program runs, as the code blocks run, we can see that the car rotates left for 1 second, right for 1 second, and finally stops.