

05. Car patrol

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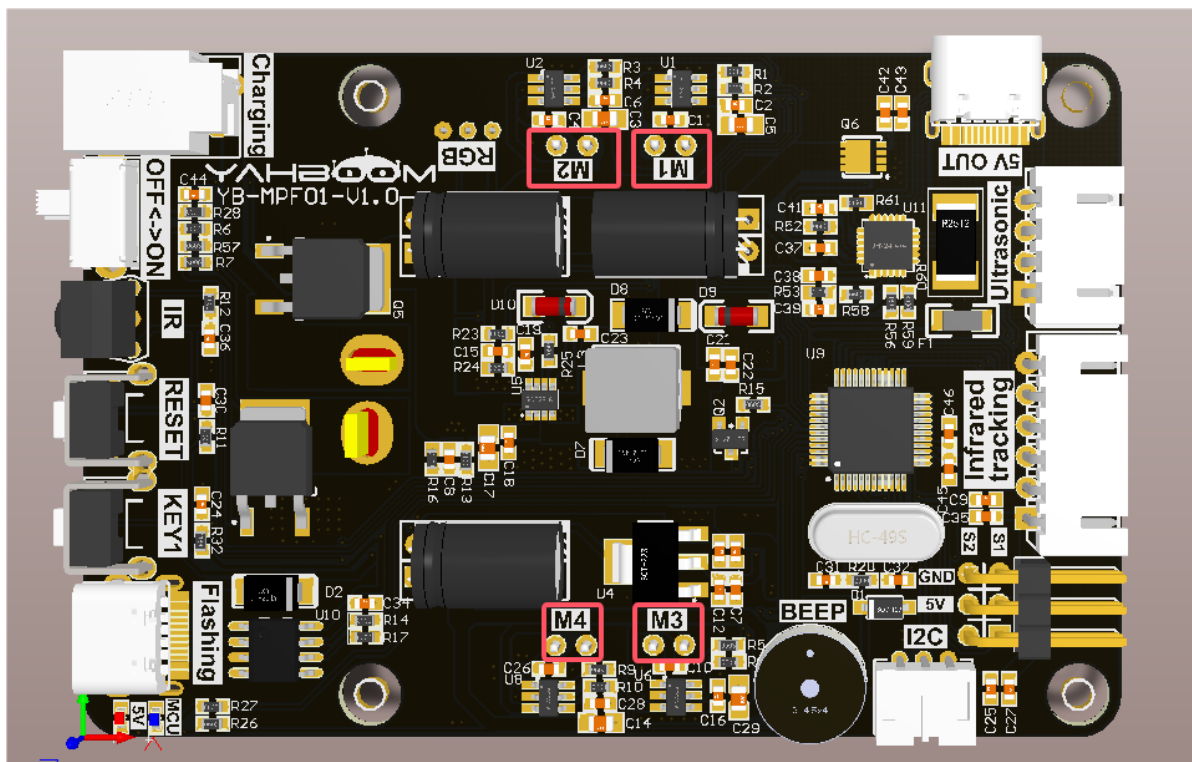
1. Learning objectives
2. Experimental preparation
3. Core code analysis
4. Experimental phenomenon

1. Learning objectives

Control the car to patrol in the set direction.

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 movement of the car:

```
move_forward(speed)
```

Parameter explanation: Control the car to move forward

speed: [0,255], the larger the value, the faster the forward speed

Return value: None.

```
move_backward(speed)
```

Parameter explanation: Control the car to move backward

speed: [0,255], the larger the value, the faster the backward speed

Return value: None.

```
move_right(speed)
```

Parameter explanation: Control the car to move right

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

Return value: None.

```
move_left(speed)
```

Parameter explanation: Control the car to move left

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

Return value: None.

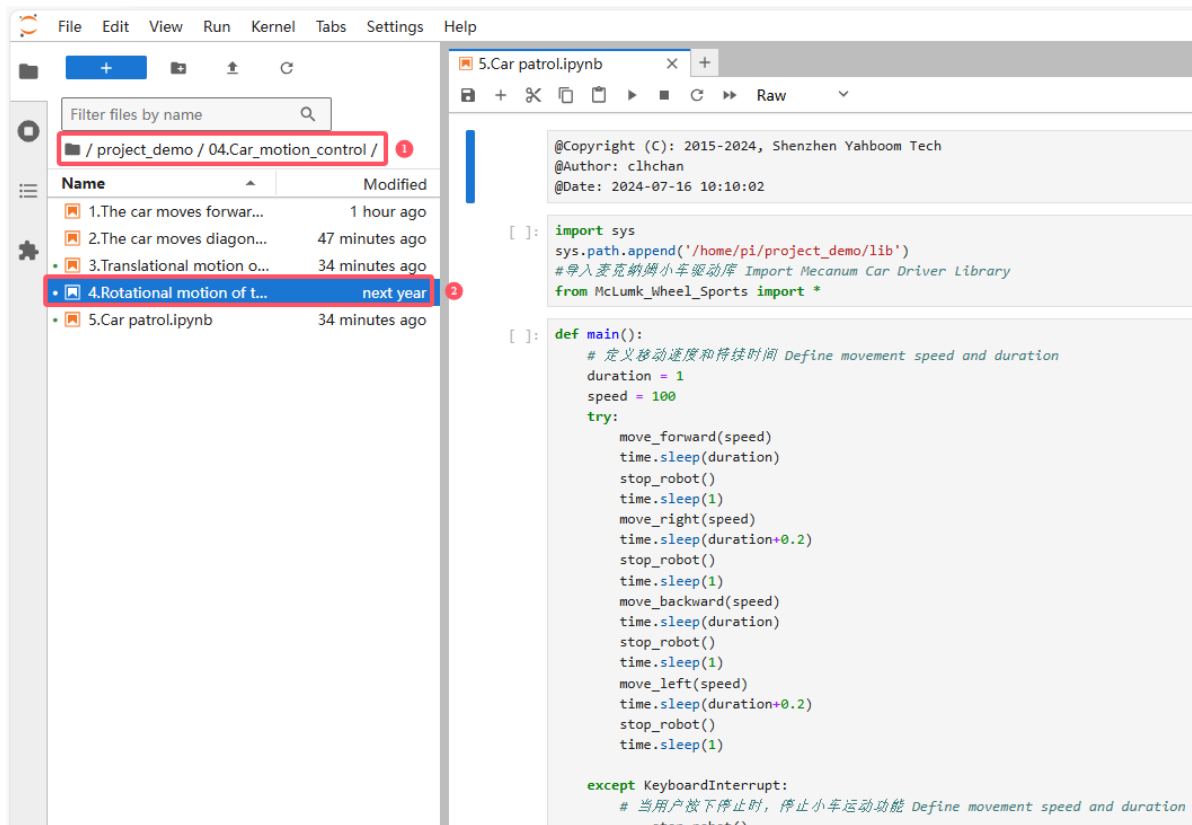
Source code path: project_demo/04.Car_motion_control

Library path: /home/pi/project_demo/lib

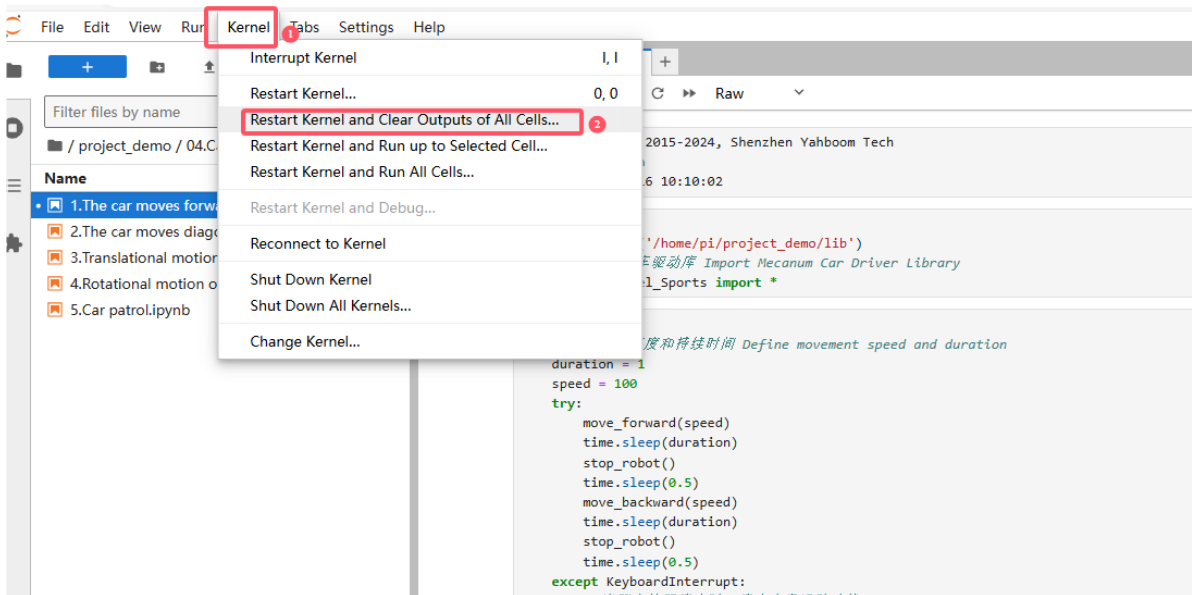
4. Experimental phenomenon

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

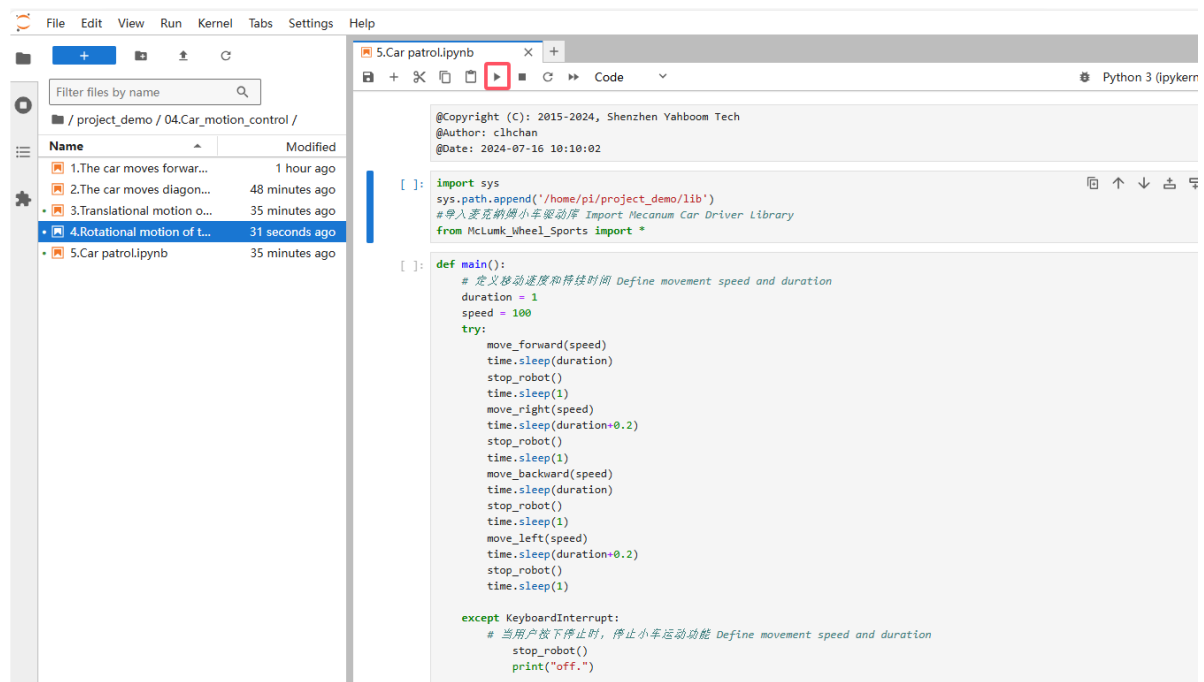
Enter the source code path, double-click the code to be run



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 moves forward for 1 second, moves right for 1.2 seconds, moves back for 1 second, moves left for 1.2 seconds, and finally stops. The path it has traveled is equivalent to a rectangle.