

HARRY MAZE

HARRY PATH

Flow of Program

1. Define 3 IR and 4 Motor each in corner
2. Create 4 function forward (), rotate (), ...
3. Make its bias to move forward, then right, then left, finally backward. This according to given Maze.
4. Make function to take the reading of all IRs

SETUP

```
void setup()
{
  //define IR pins
  pinMode(IR_UP , INPUT);
  pinMode(IR_RIGHT, INPUT);
  pinMode(IR_LEFT , INPUT);

  //define MOTOR pins
  pinMode(LEFT_MOTOR_UP , OUTPUT);
  pinMode(LEFT_MOTOR_DOWN , OUTPUT);
  pinMode(RIGHT_MOTOR_UP , OUTPUT);
  pinMode(RIGHT_MOTOR_DOWN , OUTPUT);
}
```

LOOP

```
void loop()
{
  readSensors();

  if (up == HIGH)
  {
    //Always bias to go forward than other directions
    moveForward();
  }
  else if (up == LOW)
  {
    if(right == HIGH)
    {
      //Always bias to go right than left
      rotate90right();
    }
    else if (left == HIGH)
    {
      rotate90left();
    }
    else
    {
      //if end up in no way up, right and left , then we back
      moveBackward();
    }
  }
}
```

HARRY SAFE

FLOW of Program

1. Define Encoders Signals A and B and declare there ISR
2. Create function to take reading of degrees
3. Check position of encoders if as it given led is turned on

SETUP

```
void setup()
{
  //define pin Modes
  pinMode(ENCODER1_A , INPUT);
  pinMode(ENCODER1_B , INPUT);
  pinMode(ENCODER2_A , INPUT);
  pinMode(ENCODER2_B , INPUT);
  pinMode(ENCODER3_A , INPUT);
  pinMode(ENCODER3_B , INPUT);
  pinMode(GREEN_LED , OUTPUT);

  //define interrupts
  attachInterrupt(digitalPinToInterrupt(ENCODER1_A) , ISR1_A , CHANGE);
  attachInterrupt(digitalPinToInterrupt(ENCODER1_B) , ISR1_B , CHANGE);
  attachInterrupt(digitalPinToInterrupt(ENCODER2_A) , ISR2_A , CHANGE);
  attachInterrupt(digitalPinToInterrupt(ENCODER2_B) , ISR2_B , CHANGE);
  attachInterrupt(digitalPinToInterrupt(ENCODER3_A) , ISR3_A , CHANGE);
  attachInterrupt(digitalPinToInterrupt(ENCODER3_B) , ISR3_B , CHANGE);
}
```

LOOP

```
void loop()
{
  readDegrees(); //read the degrees of encoders

  if (degree1 == 37 && degree2 == 10 && degree3 == 54)
  {
    //when degrees in this position light the led
    digitalWrite(GREEN_LED , HIGH);
  }
  else
  {
    digitalWrite(GREEN_LED , LOW);
  }
}
```