

## First use case: Learning a new object

The use case which should be implemented can be described as follows: First Hobbit should grab the turntable from its storing position. Then a message on its tablet should be shown to ask the user to put an object on the table. After the user confirmed the placement, Hobbit should look at the object on the turntable and tell the user "I'm learning a new object" via its tablet interface. The table should turn clockwise first, before the user should be asked to place the the object upside down on the table. Again, the robot should wait for confirmation, then telling "I'm learning a new object" while rotating the table counterclockwise. After that, the user should be asked to remove the object and confirm the action. Then Hobbit should look straight, store the table and ask for the name of the object. Finally Hobbit should show a happy emotion and tell "Thank you, now I know what  $X$  is", where  $X$  is the name of the object. The desired workflow is visualized in figure 1.

Please implement a solution using the Blockly editor, which lets Hobbit show the desired behaviour, with respect to the following conditions:

- Start working by clicking the "Start" button of the interface
- Do not close the graphical editor during your work
- Click the "Stop" button when you finished implementation
- Click "Submit" to submit your solution
- Each block provides a help page - it is accessible via *right click*  $\rightarrow$  *Help*

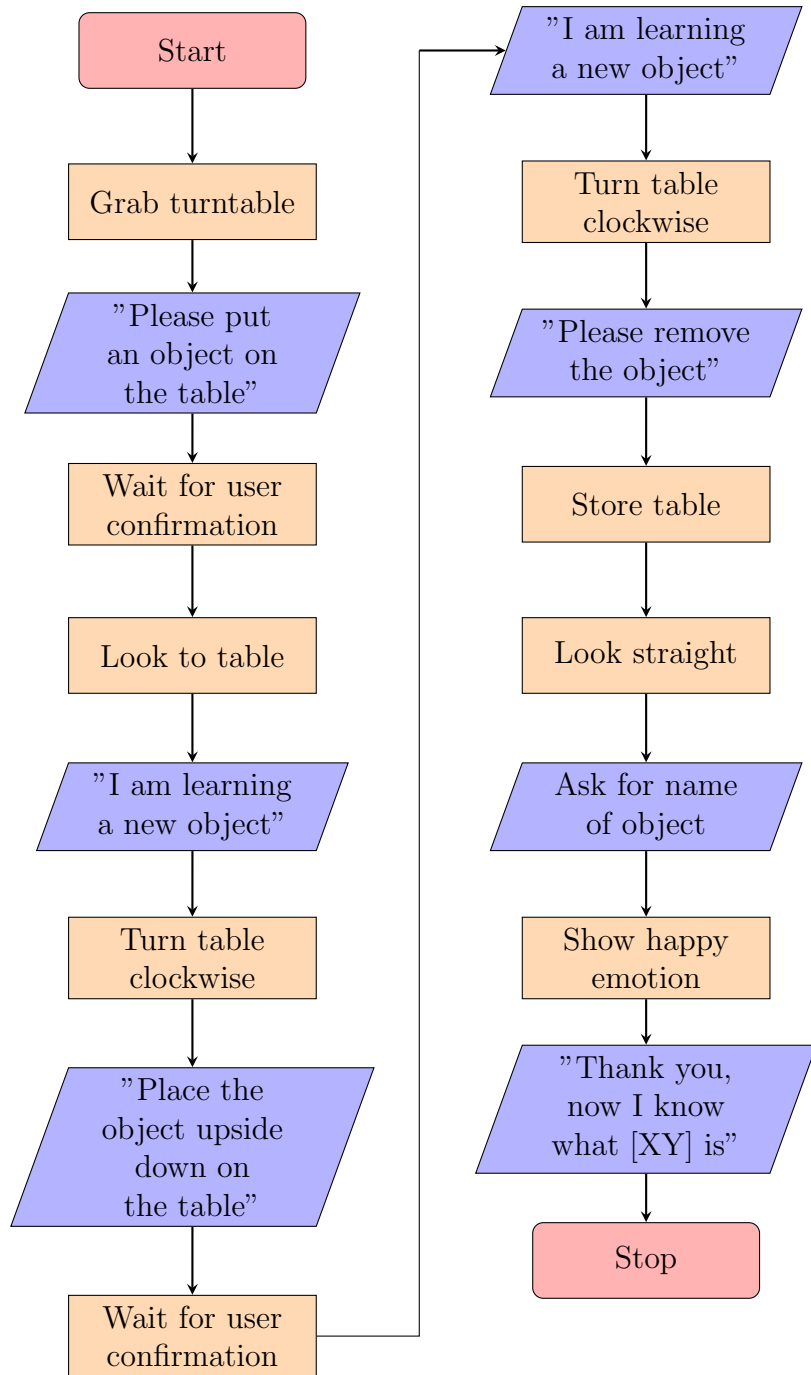


Figure 1: Flowchart of first use case