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YOU ENTERED THESE COMMANDS:

```
1: Stand up
2: Take a step
3: Take a step
4: Take a step
5: Turn
6: Take a step
7: Take a step
8: Take a step
9: Turn
10: Take a step
11: Take a step
12: Take a step
13: Turn
14: Take a step
15: Take a step
16: Take a step
17: Turn
18: Sit down
19: Stop
```

YOU ENTERED THESE COMMANDS:

```
1: Stand up
2: Raise arms
3: Test: Touching anything?
   Yes: Lower arms
   No: Goto line #:6
4: Sit down
5: Stop
6: Take a step
7: Add one to memory
8: Test: Touching anything?
   Yes: Turn
   No: Goto line #:6
9: Turn
10: Take a step
11: Subtract one
12: Test: Is number in memory zero?
   Yes: Turn
   No: Goto line #:10
13: Turn
14: Lower arms
15: Goto line #:4
```

### TASK1

TASK 1: Before we attempted task 1 we read the entire brief and had already attended the lecture a week before the assignment in which Mark Cummins solved the first practice task. The most difficult part of this task was realising Otto needed to stand and sit the rest was not difficult and we got the solution on the first attempt.

### TASK 2

TASK 2: We realised how much more difficult this Otto program was very quickly. We knew the first step would be standing up and raising his arms however after thinking about it we realised that we should have tested for the wall after raising his arms. We failed at a few attempts before we started to “add one to memory” and “Test: Is number in memory zero”. After getting caught in a loop a few times we also soon realised that we need to link our way out by using a “Go to line: #” command. From the first task we realised Otto needed to sit down in the same position he started so he had to turn once more and lower his arms before he sat down on his docking station.