

Return to "Flying Car" in the classroom

DISCUSS ON STUDENT HUB

## Backyard Flyer

REVIEW
CODE REVIEW
HISTORY

## **Meets Specifications**

Congratulations on successfully completing this project. You certainly did a good job by implementing event driven programming approach to create a state machine to fly a drone.

Check these extra readings on:

- Event-Driven Programming
- Drone programming basics by Intel Aero team

## **Mission Script**

Each of the command methods are filled in with an appropriate command(s) to the vehicle and transitions to the respective state in the state machine.

Good Job by filling all the commands compiling event driven programming approach for transition



The callbacks check appropriate criteria dependent on the current state and transition to the appropriate next state when that criteria is met. Criteria cannot be time based!

All the callbacks check are done well and are independent of time, thereby fulfilling the rubric criteria.

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## **Mission Analysis**

The vehicle should fly in a square shape and land within 1m of the starting location. The size of each side of the square can be any value you choose.

Well done! Drone flies in a square box!

**▶** DOWNLOAD PROJECT

RETURN TO PATH

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