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# Buzzer\_Challenge\_9\_\_Student

This is the **student version** of **Challenge 1: Buzzer Alert Based on Distance**.

Follow the instructions to complete the challenge on your own.

```
In []: import rclpy
    from omni_robot_controller import OmniWheelControlNode # Import control nod
# Initialize ROS2 node
    rclpy.init()
    node = OmniWheelControlNode()
```

#### i ROS2 Node Initialization

This cell includes the correct libraries and initializes the OmniWheelControlNode for use with the challenges. Make sure ROS2 is installed and sourced in your environment.

# Challenge 1: Buzzer Alert Based on Distance

## **Objective**

Write a loop that continuously reads the robot's front distance sensor and adjusts the buzzer frequency based on the detected distance.

#### **Instructions**

#### 1 Read Sensor Data

- Retrieve the **distance** measurement from the LiDAR sensor.
- Use the appropriate distance variable from the robot's OmniWheelControlNode class.

#### 2 Calculate Buzzer Frequency

- Create a function that maps the distance to a buzzer frequency.
- Consider that **closer objects** should have a **higher pitch**, and farther objects a **lower pitch**.
- Think about using a linear or exponential mapping function to adjust the frequency.

#### **3** Play the Buzzer Based on Distance

- Use the **robot's buzzer function** to generate sound.
- Ensure that the buzzer plays with intervals and stops when needed.

### **4** Use a Loop to Continuously Check Distance

- Continuously update the distance and adjust the buzzer.
- Stop the buzzer when no object is detected or when the robot moves beyond a threshold.

#### **Available Functions & How to Use Them**

Here are the key functions from the OmniWheelControlNode class that you can use:

#### \*\* Read Distance\*\*

- Use one of the following variables to get distance:
  - node.front distance
  - node.back distance
  - node.left distance
  - node.right distance
- These variables update automatically with sensor readings.

#### \*\* Play a Buzzer Sound\*\*

node.play\_buzzer(frequency, on\_time, off\_time, repeat)