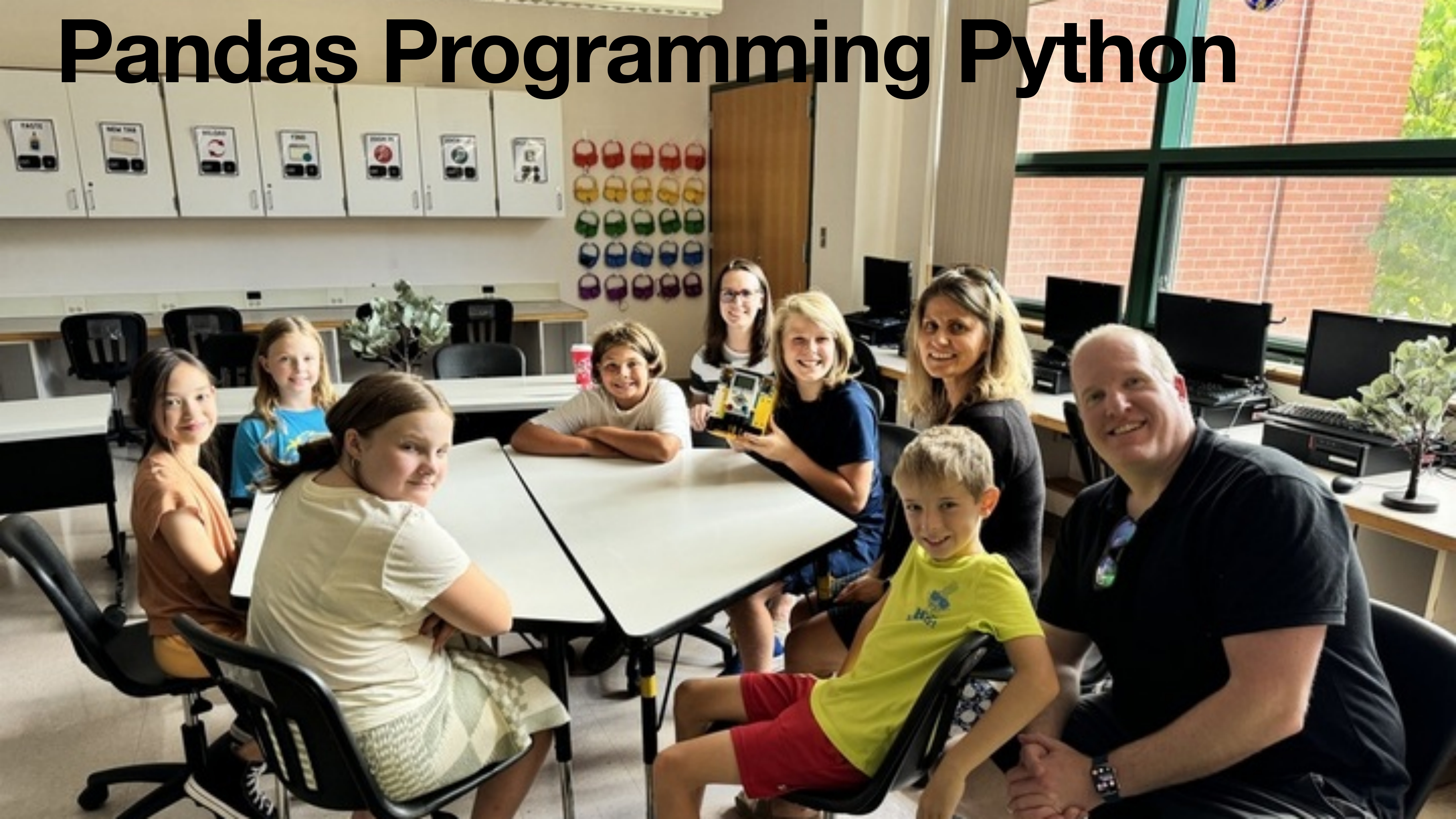


# Pandas Programming Python

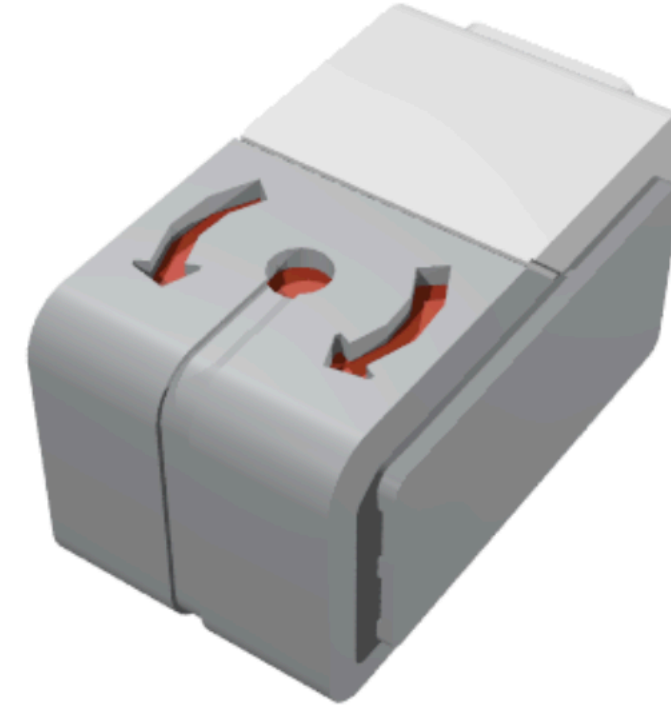
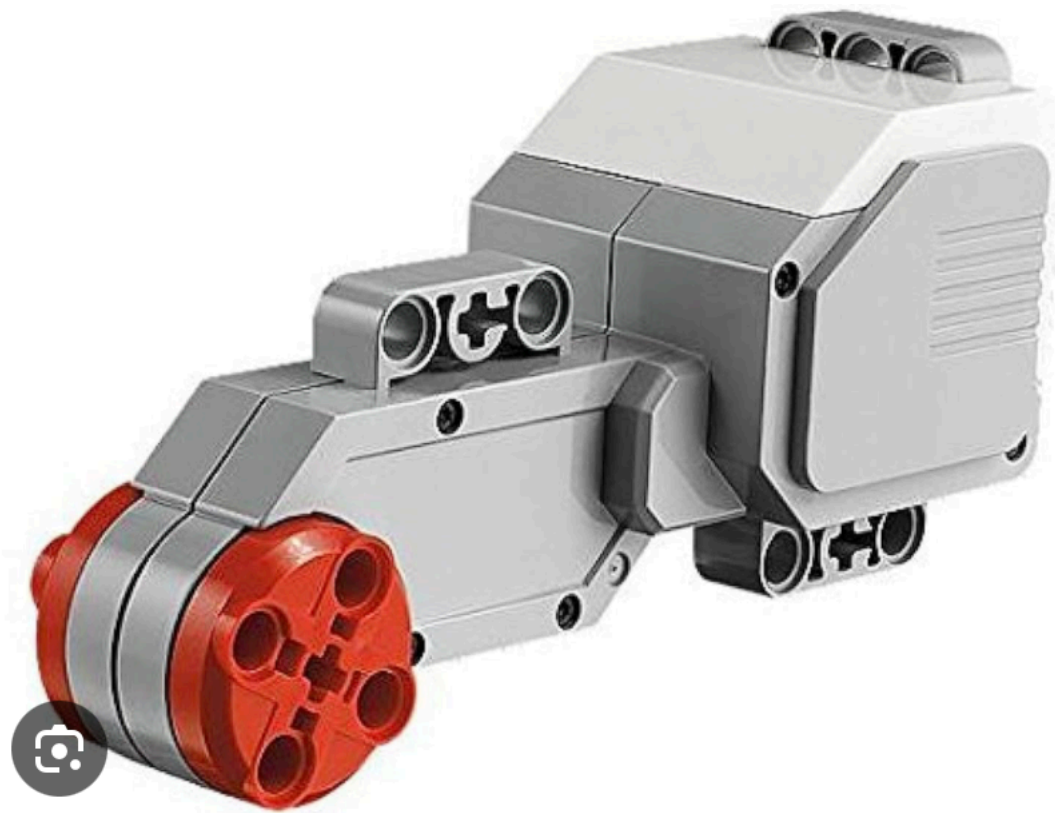




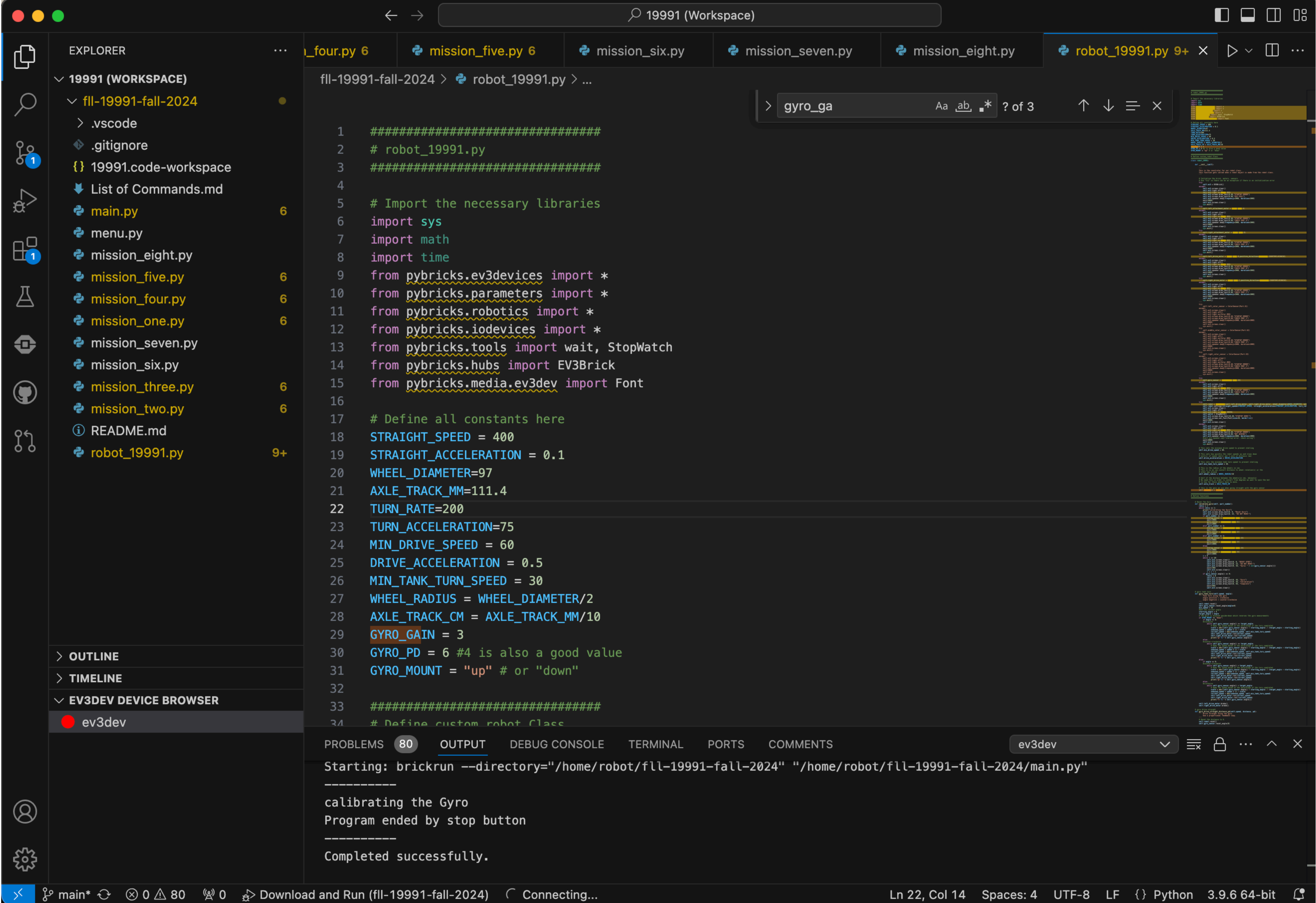
# What is Python?

- Python is a programming language
- It is how you tell the robot what to do
- The way you talk to the robot is important
- “Sandwich mom a please me make” won’t get you a sandwich!

# EV3 Robot



# Python Project





# What is Happening??

- main.py file starts the program
- Line by line
- r=robot\_19991() creates our robot!
  - Tells the robot which ports to use
  - Tells the robot how big its wheels are, why?
  - Also gives us drive functions, easy peasy!
- menu(r) tells it what to do next

```
1  #!/usr/bin/env pybricks-micropython
2
3  #####
4  # main.py
5  #####
6
7  # Import the necessary libraries
8  import math
9  import time
10 from pybricks.ev3devices import *
11 from pybricks.parameters import *
12 from pybricks.robotics import *
13 from pybricks.iodevices import *
14 from pybricks.tools import wait
15 from pybricks.hubs import EV3Brick
16 from robot_19991 import robot_19991
17 from menu import menu
18
19 #####
20 # Startup
21 #####
22 # Instantiate the Robot
23 r = robot_19991()
24
25 # Calibrate/Reset the Gyro to prevent drift
26 # COMMENT OUT TO SPEED UP TESTING!
27 r.calibrate_gyro(4)
28
29 # Program select menu
30 menu(r)
```

# What is Happening??

- menu(r) draws the menu you see
- Waits for you to push a button

```
def displayMENU(r,menu):  
    # top left center bottom right  
    if(menu == 1):  
        r.ev3.screen.draw_text(70, 0, "M1")  
        r.ev3.screen.draw_text(135, 50, "M2")  
        r.ev3.screen.draw_text(70, 100, "M3")  
        r.ev3.screen.draw_text(0, 50, "M4")  
        r.ev3.screen.draw_text(70, 50, "SW")  
    else:  
        r.ev3.screen.draw_text(70, 0, "M5")  
        r.ev3.screen.draw_text(135, 50, "M6")  
        r.ev3.screen.draw_text(70, 100, "M7")  
        r.ev3.screen.draw_text(0, 50, "M8")  
        r.ev3.screen.draw_text(70, 50, "SW")
```

```
def menu(r):  
    menu = 1  
  
    while True:  
        displayMENU(r,menu)  
        btns = r.ev3.buttons.pressed()  
        if len(btns) == 1:  
            btn = btns[0]  
            if menu == 1:  
                if btn == Button.UP:  
                    r.ev3.screen.clear()  
                    r.ev3.screen.draw_text(30, 60, "Mission 1")  
                    mission_one(r)  
                    cleanup(r)  
                elif btn == Button.RIGHT:  
                    r.ev3.screen.clear()  
                    r.ev3.screen.draw_text(30, 60, "Mission 2")  
                    mission_two(r)  
                    cleanup(r)  
                elif btn == Button.DOWN:  
                    r.ev3.screen.clear()  
                    r.ev3.screen.draw_text(30, 60, "Mission 3")  
                    mission_three(r)  
                    cleanup(r)
```

# Finally, We're Doing Something

```
1 #####
2 # mission_one.py
3 #####
4
5 import math
6 import time
7 from pybricks.ev3devices import *
8 from pybricks.parameters import *
9 from pybricks.robotics import *
10 from pybricks.iodevices import *
11 from pybricks.tools import wait
12 from pybricks.hubs import EV3Brick
13 from robot_19991 import robot_19991
14
15 def mission_one(r):
16     print("Running Mission 1")
17     # Mission Name
18     # Authors
19     r.ev3.screen.clear()
20     print("Running Mission 1")
21     r.ev3.screen.draw_text(30, 60, "Mission 1")
22     wait(250)
23     r.robot.stop()
24     # Mission Name
25     # Authors
26     # r.gyro_drive_straight_distance(speed=500,distance=1500)
27     r.gyro_drive_straight_distance_pd(speed=500,distance=1500, pd=1)
28
```

# Commands

- `r.gyro_drive_straight_distance(speed=12345,distance=6789)`
- `r.gyro_drive_straight_time(speed=12345,time=6789)`
- `r.gyro_tank_turn(speed=12345,angle=6789)`
- `r.robot.brake()`



# Commands

- `r.left_attachment_motor.run(speed=12345)`
- `r.right_attachment_motor.run(speed=12345)`
- `r.left_attachment_motor.run_time(speed=12345, time=6789, then=Stop.HOLD, wait=True)`
- `r.right_attachment_motor.run_time(speed=12345, time=6789, then=Stop.HOLD, wait=True)`
- Also have `run_angle` and `run_target`