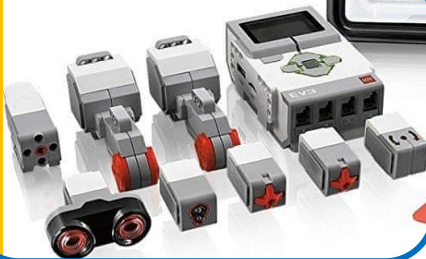
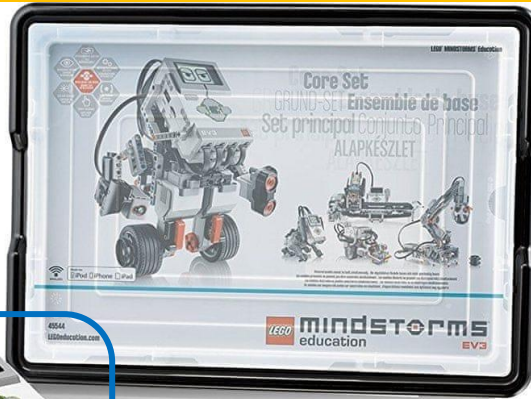


Pracovní postup: Sestavení lego mindstorms ev3

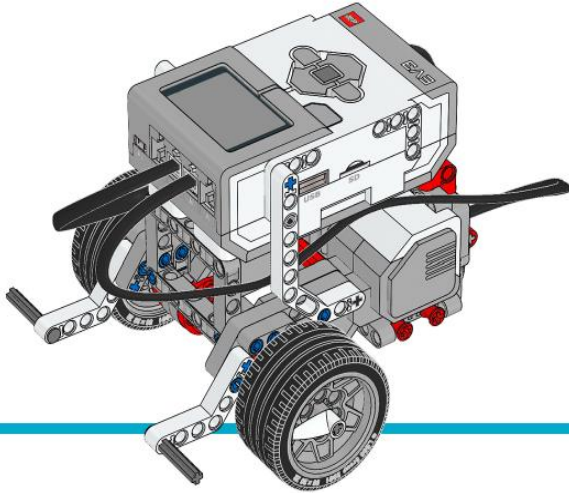
1. Postav svého vlastního robota

Aby se robot uměl pohybovat tak, jak chcete, vyberte mu příslušné součástky



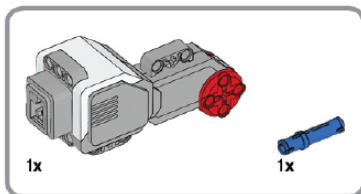
Použijte svoji představivost a poskládejte svého robota z vybraných dílků stavebnice

- Popřemýšlejte ve skupinách a zkuste sestavit robota odpovídající vašim požadavkům a představám.
- Zvolte příslušné senzory a motory a začněte s konstrukcí pomocí dostupných součástek.
- Na dalších stránkách naleznete návod, jak sestavit základní konstrukci s motory, na které se připevňují kola pro jízdu robota. Podle návodu můžete buď přesně postupovat, nebo se ním pouze inspirovat.

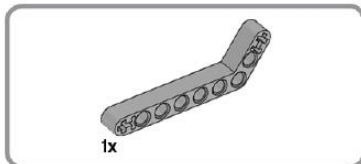
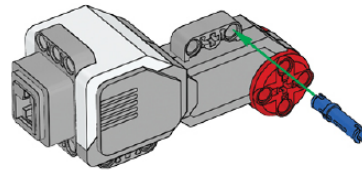


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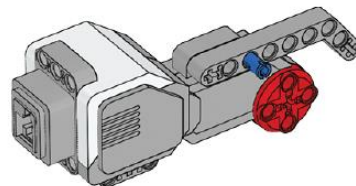
LEGO mindstorms[®]
education EV3

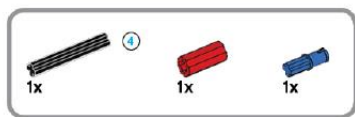


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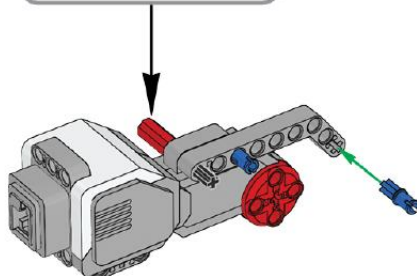
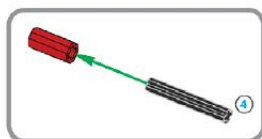


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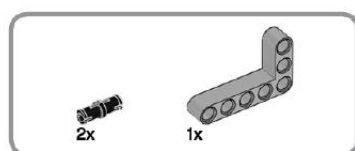
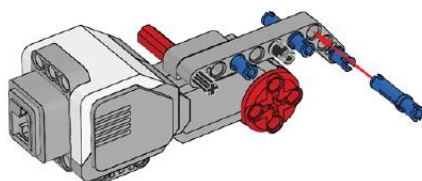




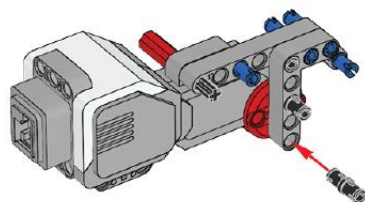
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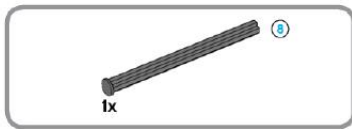


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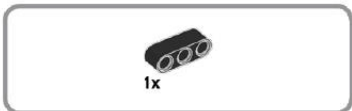
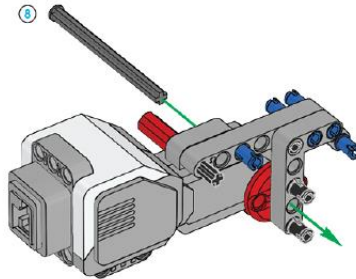


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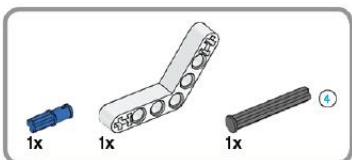
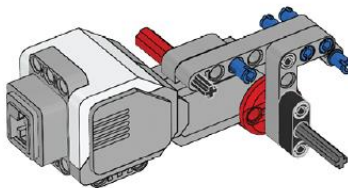




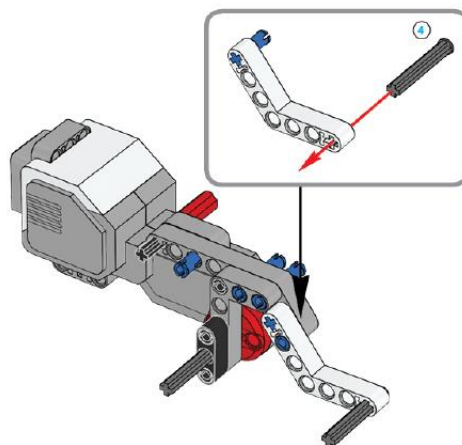
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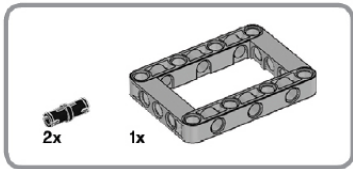
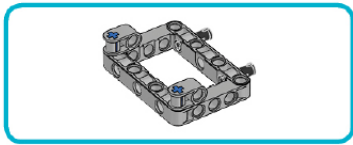


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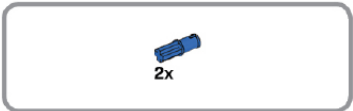
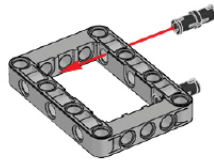


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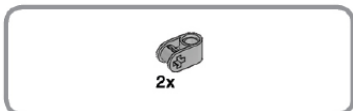
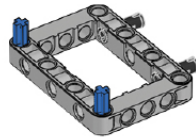




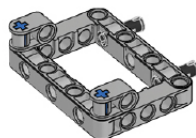
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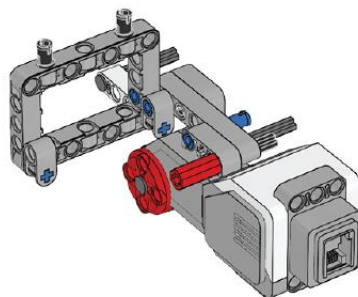
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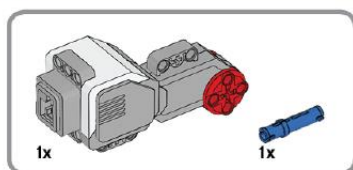
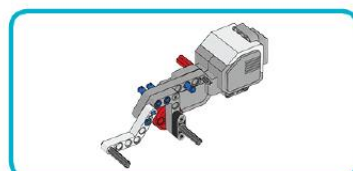
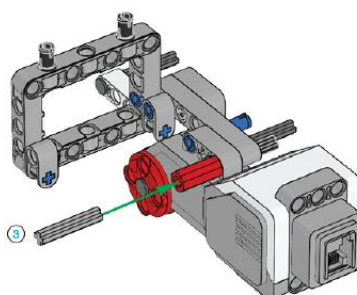
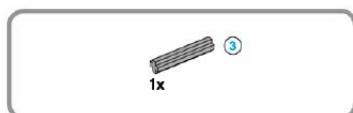
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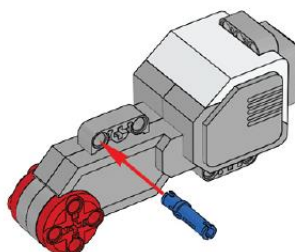
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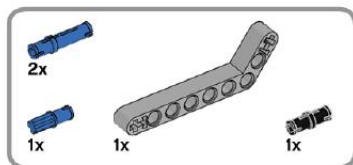


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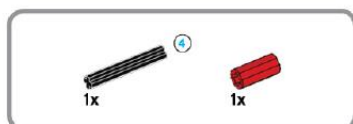
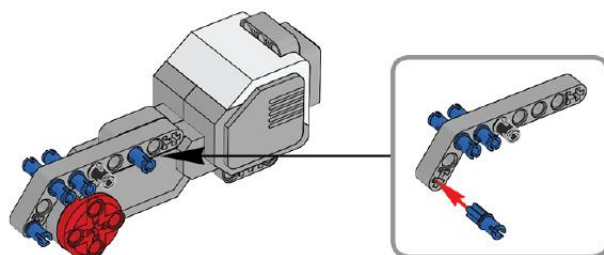


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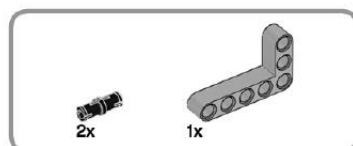
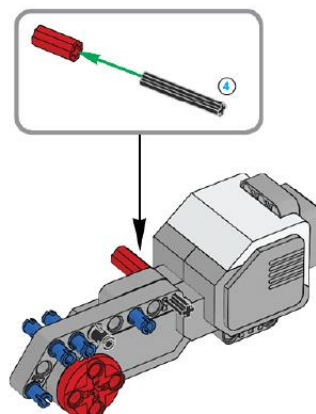




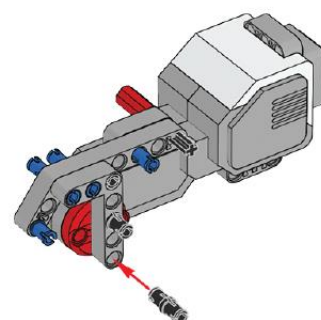
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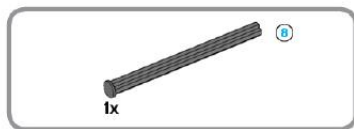


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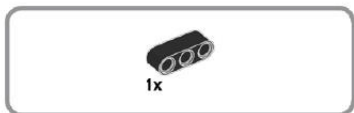
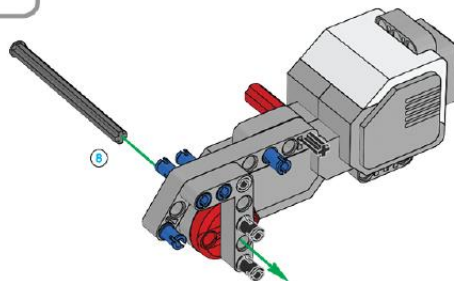


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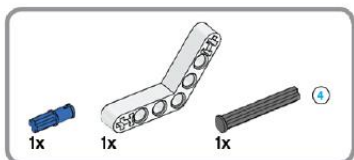
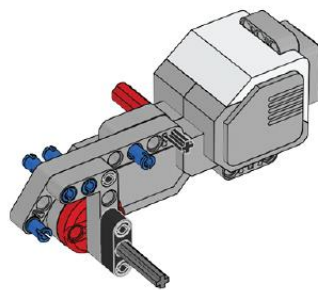




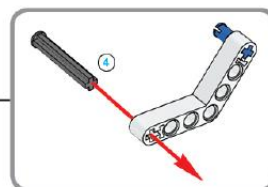
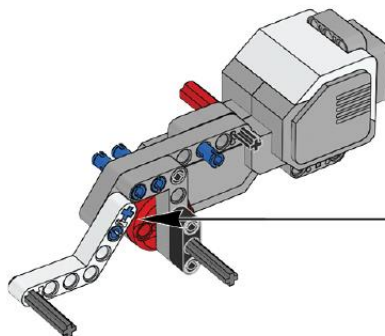
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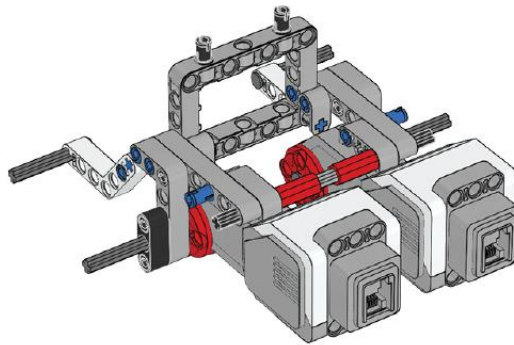
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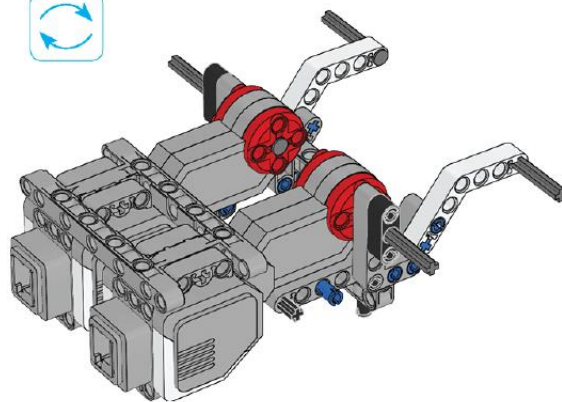
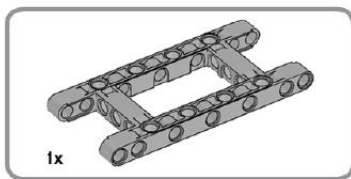
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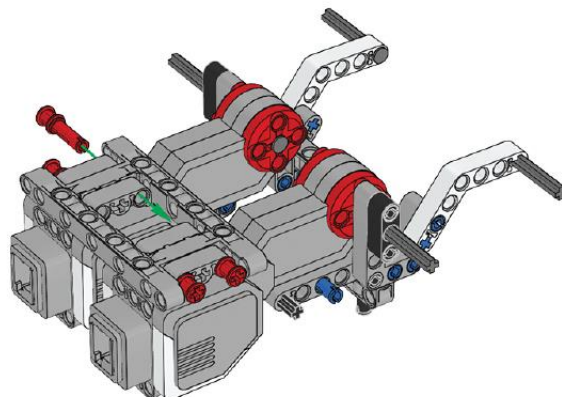
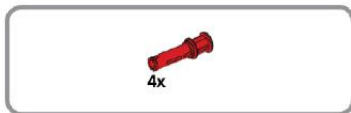
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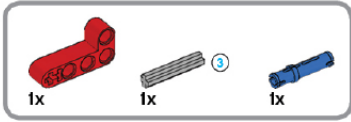
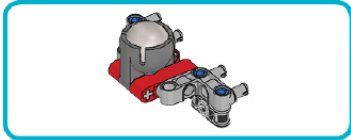


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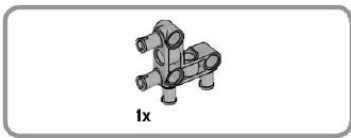
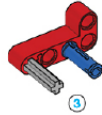


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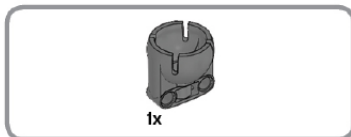
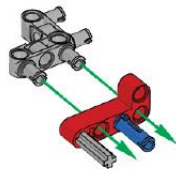




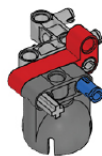
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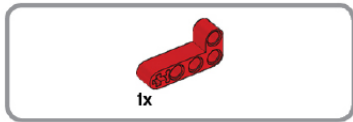


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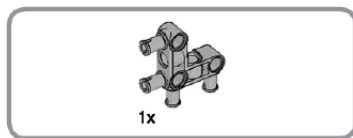
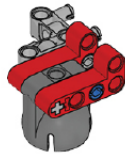


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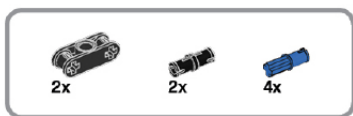
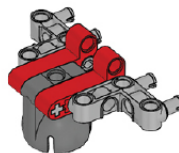




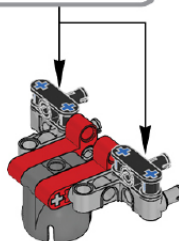
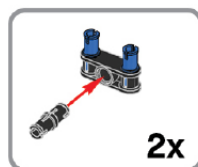
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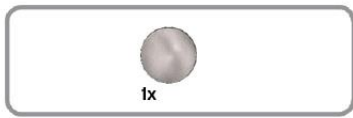


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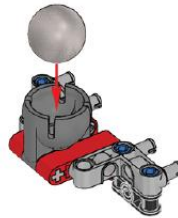


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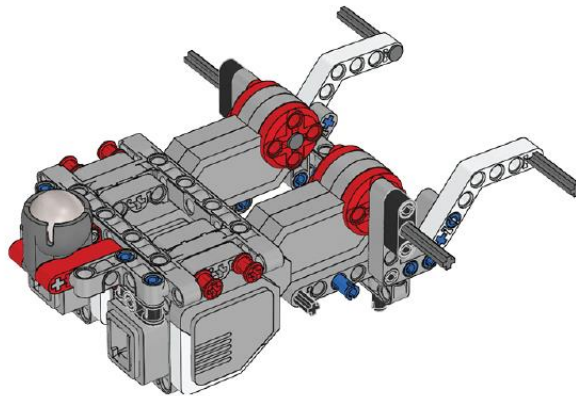




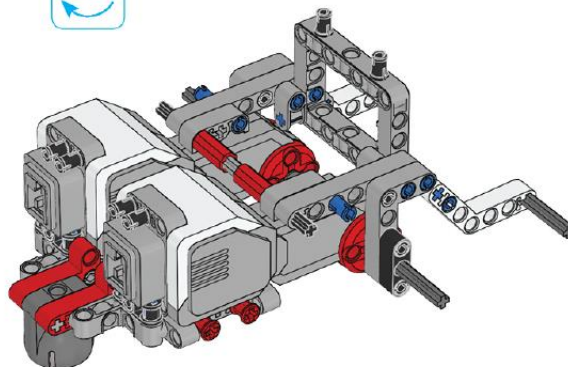
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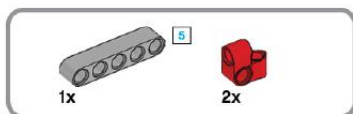


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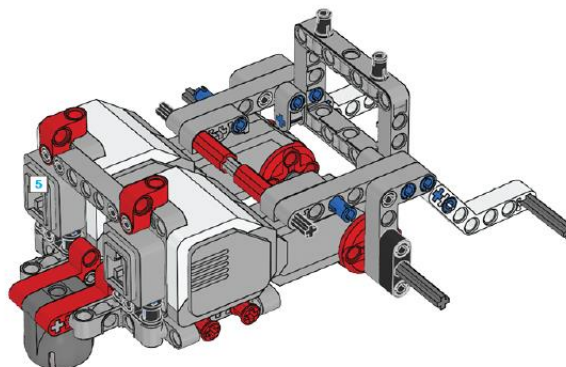


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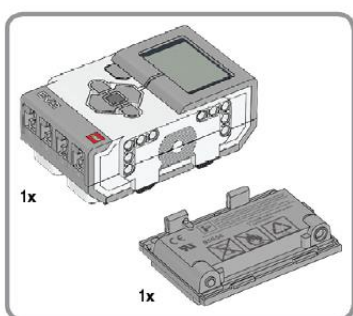
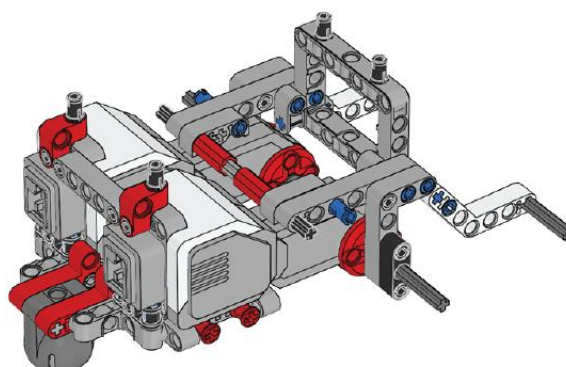




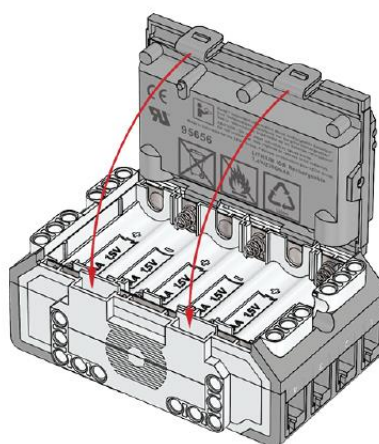
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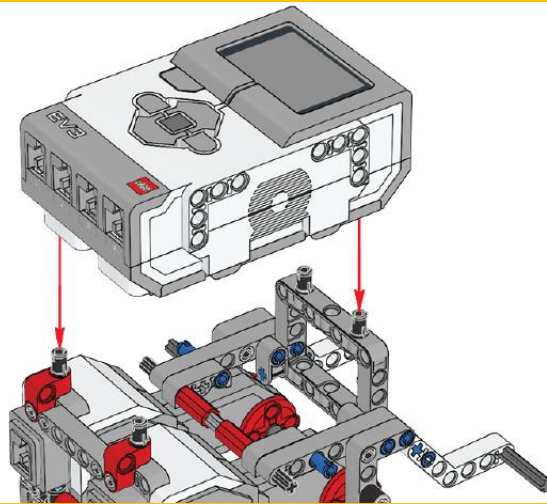
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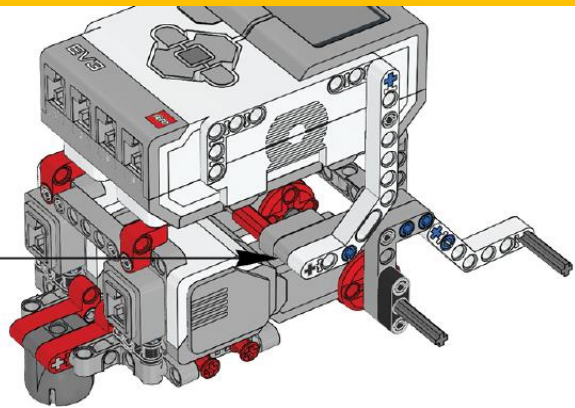
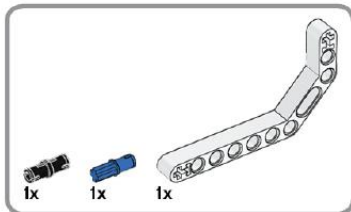
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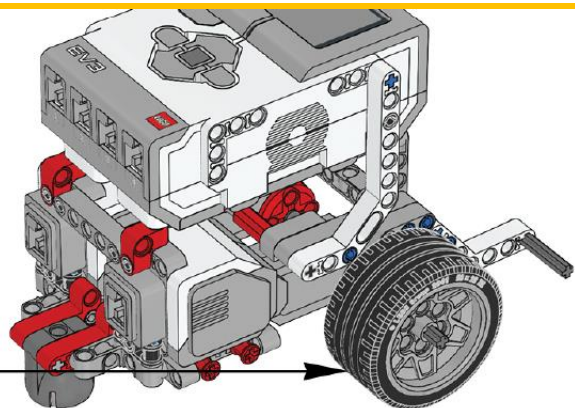
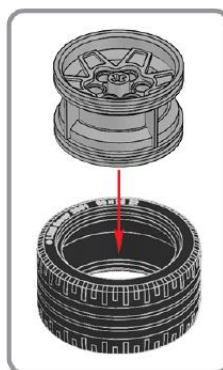
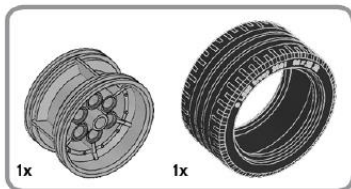
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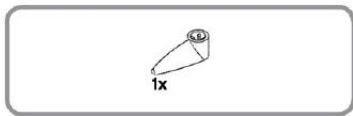


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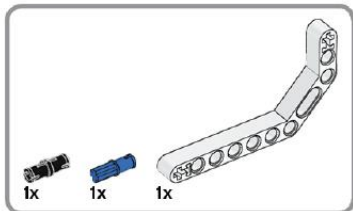
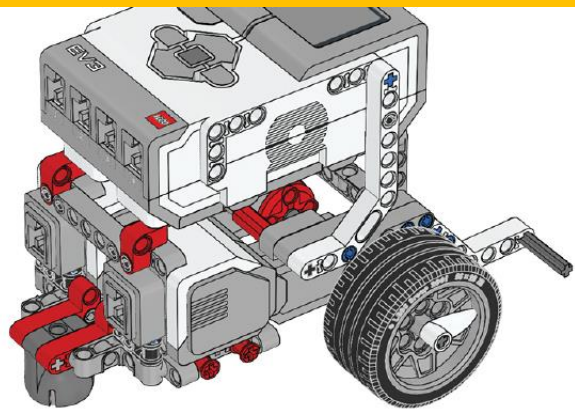


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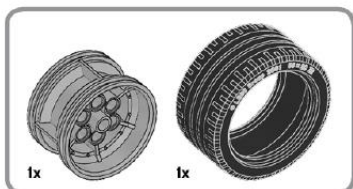
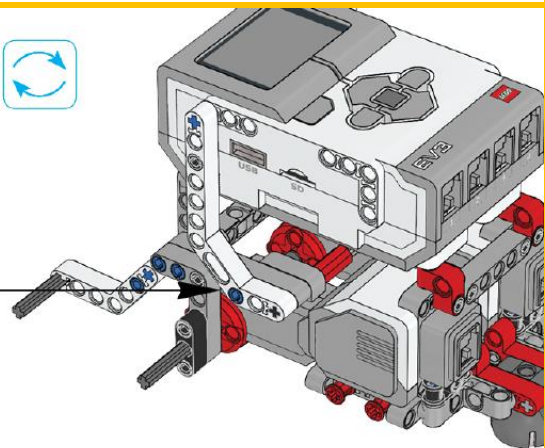
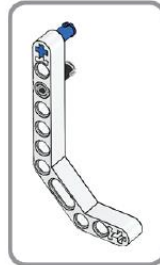




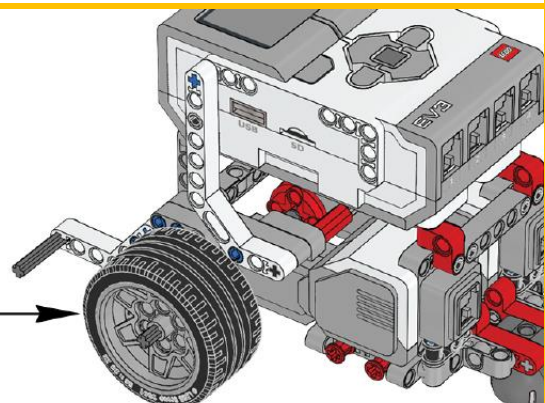
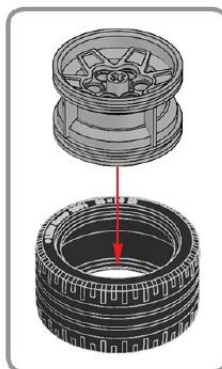
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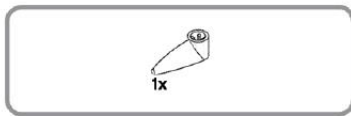


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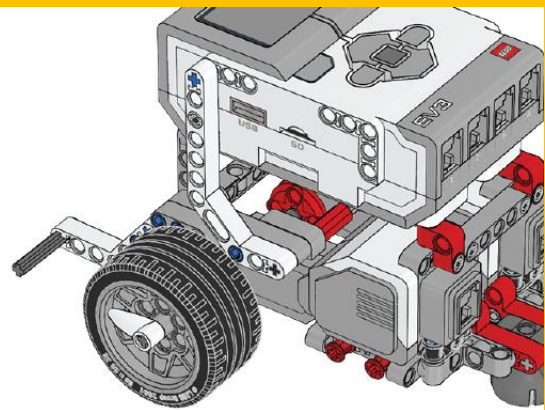


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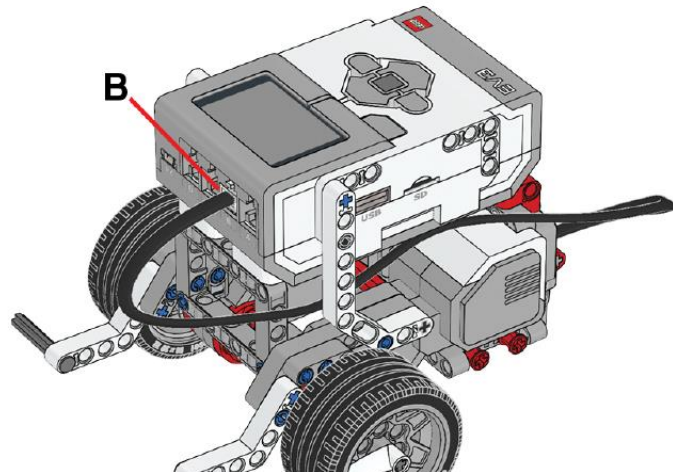




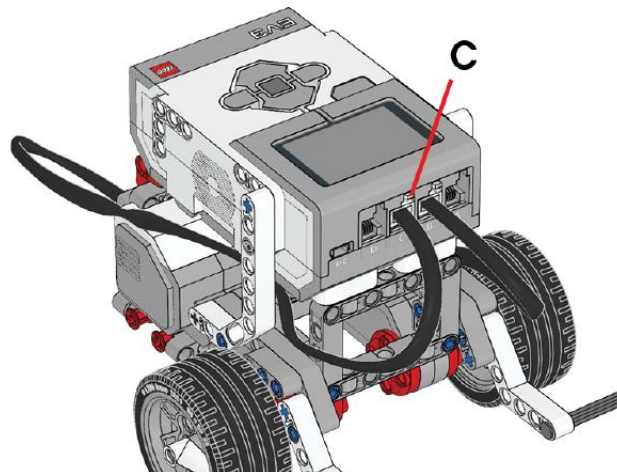
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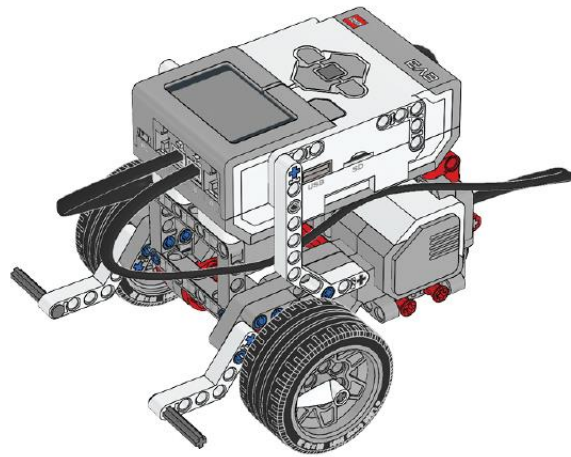
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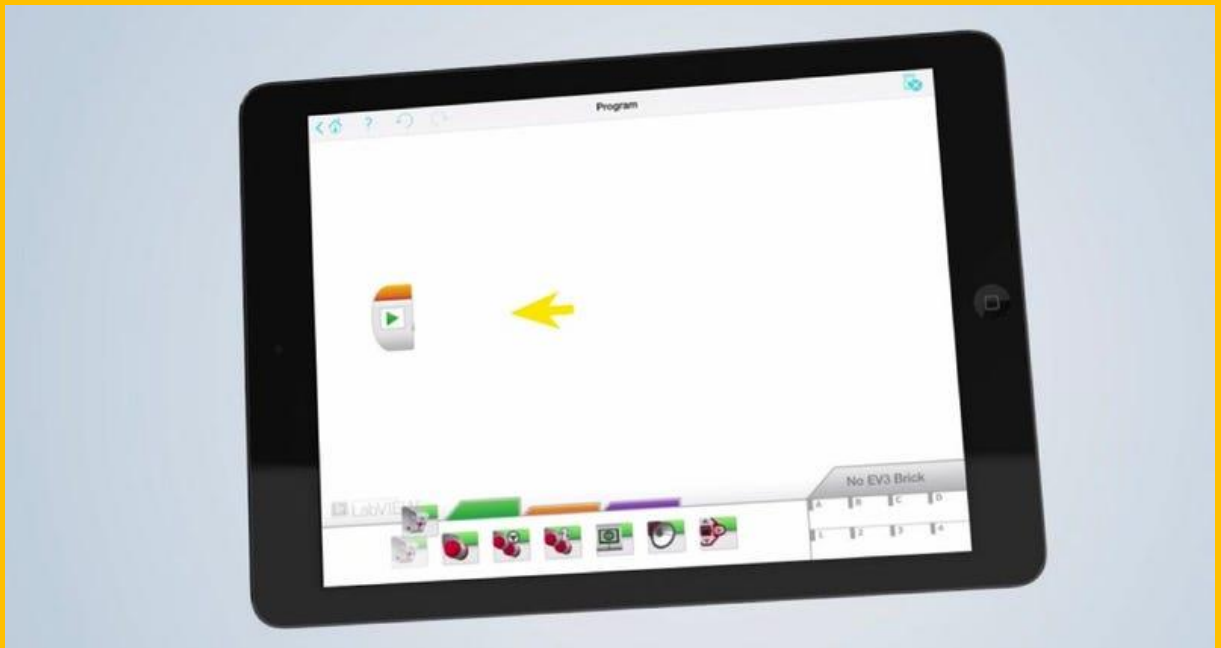
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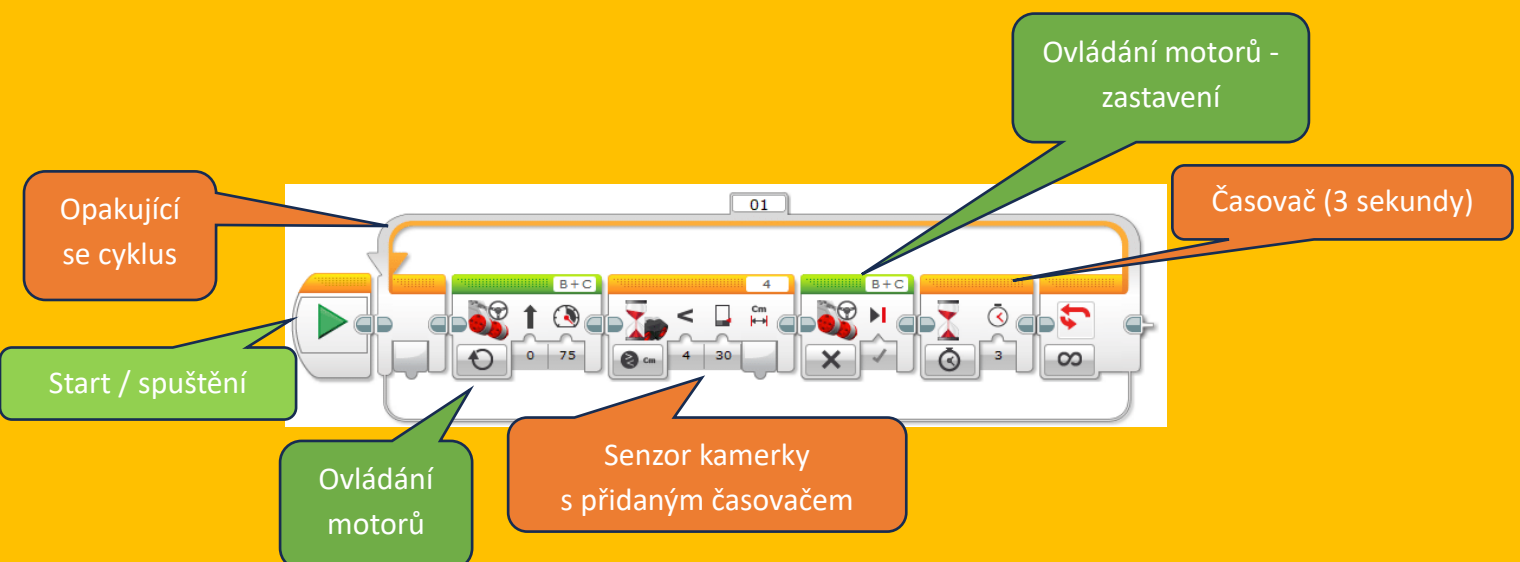


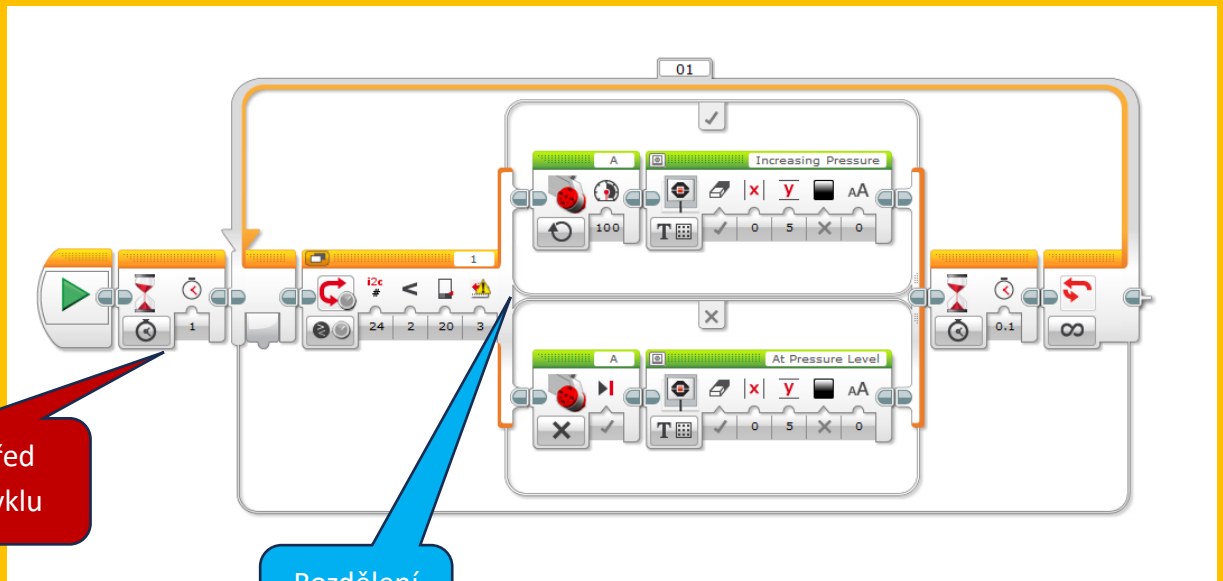
2. Naprogramujte svého robota a vdechněte mu život pomocí vašeho kódu



Možnosti tvorby kódu jsou nekonečné

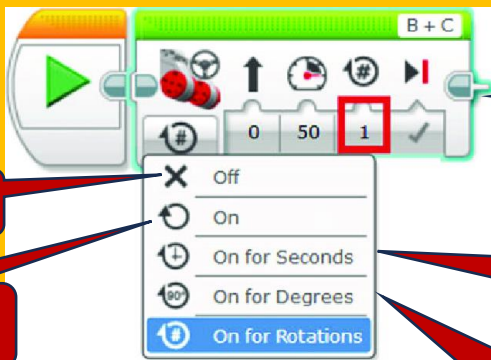
- Zkuste sestavit kód, který bude odpovídat vaší představě a otestujte si funkci jednotlivých bloků.
- Svůj postup a přemýšlení nad sestavou kódu zapisujte a následně se podělte s ostatními spolužáky, předávejte si informace a nové poznatky pro nejlepší možný program.
- Zde jsou příklady jednotlivých kódů s popisem.





Časovač před použitím cyklu

Rozdělení motoru



Nastavení motorů můžeme různým způsobem

Vypnutí motoru

Zapnutí motoru

Zapnutí motoru s časovačem

Zapnutí / vypnutí závislé na stupňů rotace

Příklad jednoduchého kódu:



Program Summary

Start

Move Steering – Rotations[2]

Wait – Time[1s]

Move Steering – Degrees[720]

Wait – Time[1s]

Move Steering – Seconds[1]