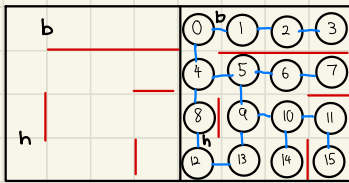


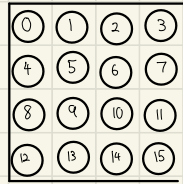
4 x 4 map



● → current
● → start

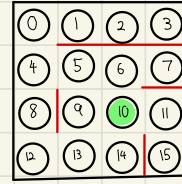
1

Empty grid array



2

Choose starting point



FS
CAR
RS

! Movement priority

1 Forward

2 Right

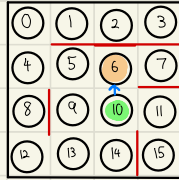
3 Left

4 Reverse

(clockwise)

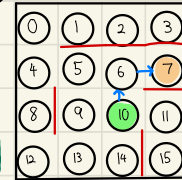
3

FS: 1
RS: 0
LS: 0



4

FS: 1
RS: 1
LS: 1

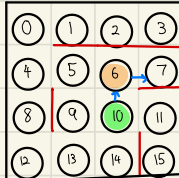


5

* whenever we reverse, we block that direction

FS: 1
RS: X
LS: 0

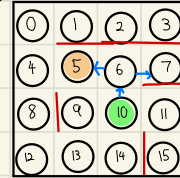
CAR



6

FS: 0
RS: 1
LS: 0

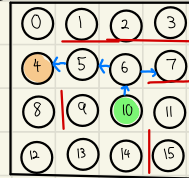
CAR



7

FS: 1
RS: 0
LS: 0

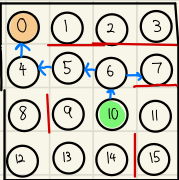
CAR



8

FS: 1
RS: 0
LS: 1

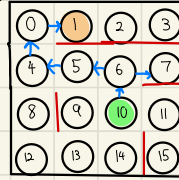
CAR



9

FS: 0
RS: 1
LS: 1

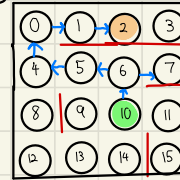
CAR



10

FS: 0
RS: 1
LS: 1

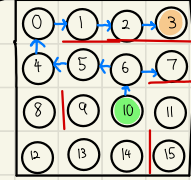
CAR



11

FS: 1
RS: 1
LS: 1

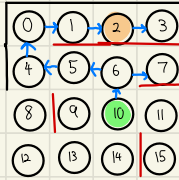
CAR



12

FS: X
RS: 1
LS: 1

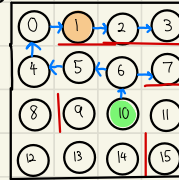
CAR



13

FS: X
RS: 1
LS: 1

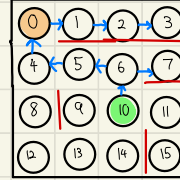
CAR



14

FS: X
RS: 1
LS: 1

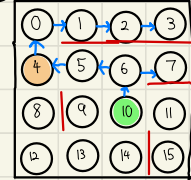
CAR



15

FS: 1
RS: X
LS: 0

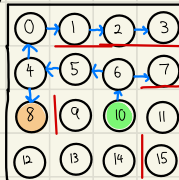
CAR



16

FS: 0
RS: 1
LS: 1

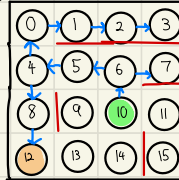
CAR



17

FS: 1
RS: 1
LS: 0

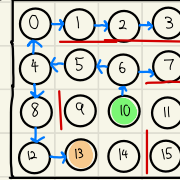
CAR



18

FS: 0
RS: 1
LS: 0

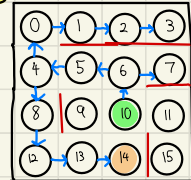
CAR



19

FS: 1
RS: 1
LS: 0

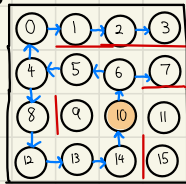
CAR



If reaches back starting point, block direction that it went before

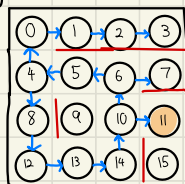
20

FS: X
RS: 0
LS: 0



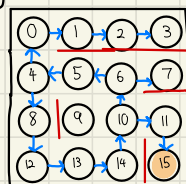
21

FS: 1
RS: 0
LS: 1



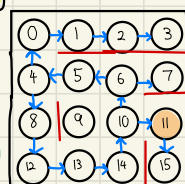
22

FS: 1
RS: 1
LS: 1



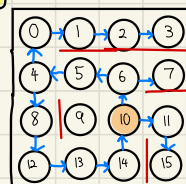
23

FS: 1
RS: 1
LS: X



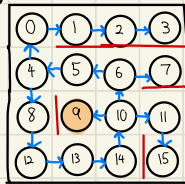
24

FS: X
RS: X
LS: 0



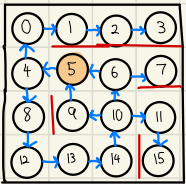
25

FS: 1
RS: 0
LS: 0



26

FS: 1
RS: 0
LS: 0

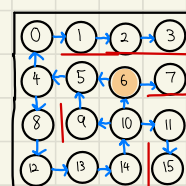


→ can stop whenever all node has an edge?

if continues i think will just loop

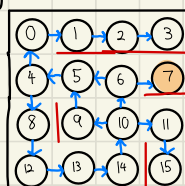
27

FS: 0
RS: 0
LS: 1



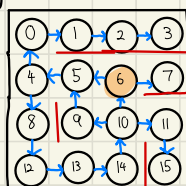
28

FS: 1
RS: 1
LS: 1



29

FS: 1
RS: X
LS: 0



* how to define grid?

↳ maybe we can track distance travelled

e.g. 1 grid length = 4cm

↳ have to measure actual board.

* Assumed reversing is either reverse right or reverse left.

* we will only block sensor data, if we reversed or reach starting point

● → NULL

edges Matrix → same concept used for Barcode & Humps

X → edges

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Edges
0	●	X			X												2
1	X	●	X														2
2		X	●	X													2
3			X	●													1
4	X				●	X			X								3
5					X	●	X			X							3
6						X	●	X			X						3
7							X	●									1
8					X				●				X				2
9						X				●	X						2
10							X			X	●	X			X		4
11										X		●				X	2
12									X				●	X			2
13													X	●	X		2
14										X				X	●		2
15											X					●	2