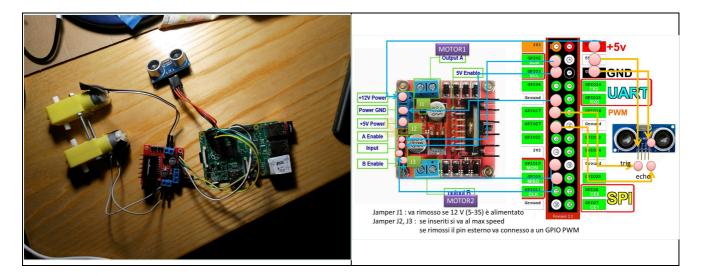
LabNanoRobot | The home-made basicrobot



The low-level support

The technology-dependent part of the robot is embedded in a Kotlin object <u>nanoSupport.kt</u> that provides two main operations:

```
Creates a support to be used by the given owner actor.
                                                          fun create( owner: ActorBasic, withSonar : Boolean = true
                                                                 this.owner = owner
<u>nanoSupport.kt</u>
                                                                  motorscSupport.create( owner )
                                                                 if( withSonar ) {
                                                                         val realsonar = robotNano.sonarHCSR04SupportActor("realsonar")
fun create(owner: ActorBasic,
                                                                         //Context injection
                                                                         owner.context!!.addInternalActor(realsonar)
           withSonar : Boolean = true)
                                                 The flag with Sonar is used to create an internal actor sonar HCSR04SupportActor.kt that
                                                 provides the first component of an event stream.
fun move( cmd : String ){
                                                 Send a move command to the robot by using the motorscSupport.kt, that in turn uses
           motorscSupport.move( cmd)
                                                 Motors.c.
```

A robot-usage utility

The Kotlin object <u>nanoSupport.kt</u> provides an utility that allows application designers to send commands the robot actuators without knowing any detail of their low-level configuration.

Moreover, this utility creates (if required) a data-source (the actor <u>sonarHCSR04SupportActor.kt</u>) that works as a <u>event stream</u> source with respect to the data generated by the robot sonar.

Since a sonar usually emits data with a quite high frequency and since these data are sometimes not reliable, the application designer could conveniently create a pipe including a data-cleaner and some filter. Sonarpipenano.png

- <u>dataCleaner.kt</u>: eliminates data outside a prefixed interval of values
- distanceFilter.kt: emits an obstacle: obstacle(D) event when the sonar distance is less than a prefixed limit

High-level demo



All these utilities inherit from

• consoleGuiSimple.kt

and make reference to the configuration object: sysConnKb.kt

By AN Unibo-DISI