

LEGO

NXT

2.1



ENTFERNUNG

Inhalt

2

- Recap
- Ein neuer Sensor
- Umbau des „Bumper“
- Programmieren mit neuem Sensor

Recap

Rückblick von letzter Woche

Recap

- Block „Schleife“
- Roboter „Bumper“



Ultraschallsensor

Ultraschallsensor

6



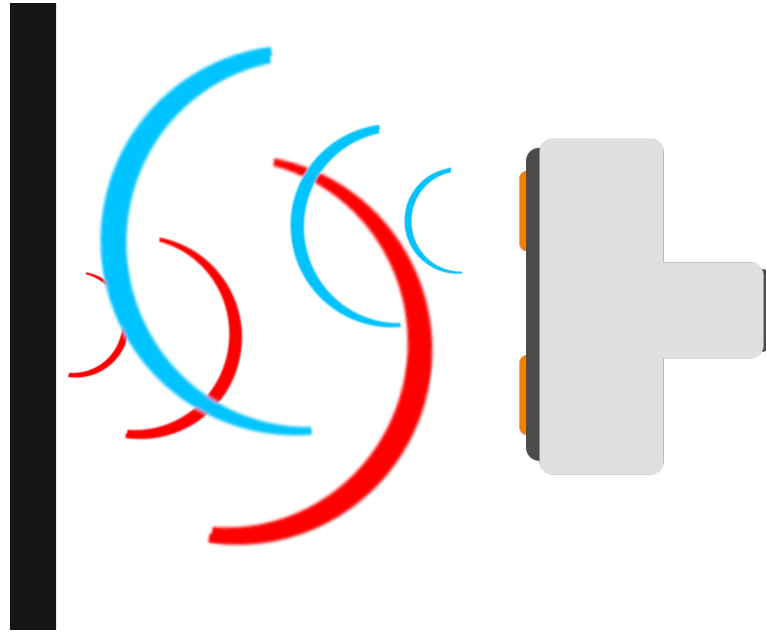
Ultraschallsensor

7



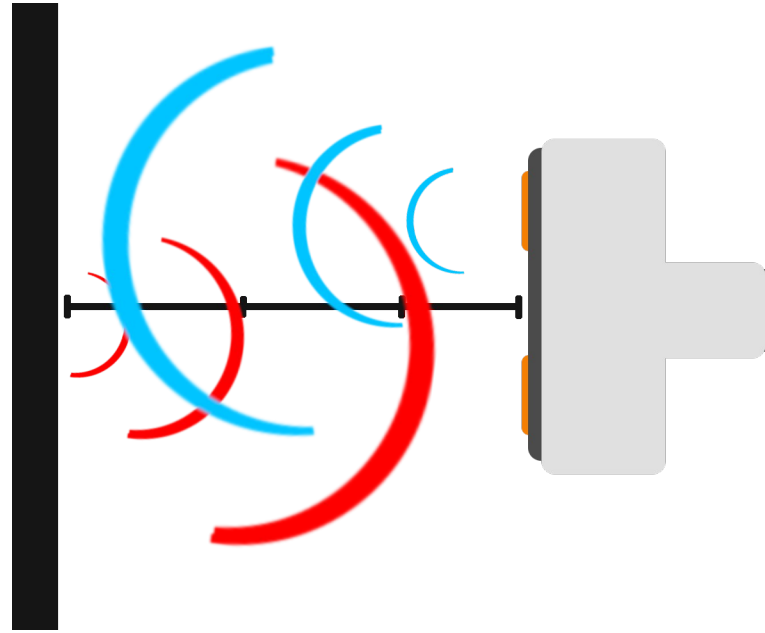
Ultraschallsensor

8



Ultraschallsensor

9



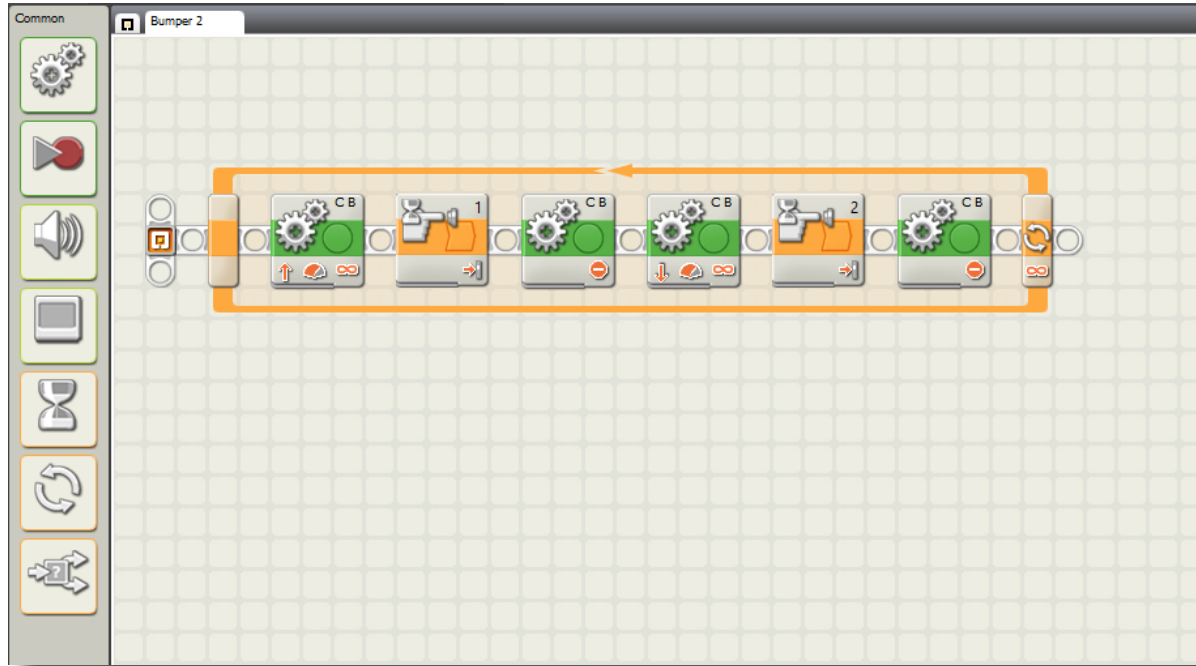
Umbau des „Bumper“

Programmieren des Ultraschallsensors

„Der Roboter „Bumper“ soll nur einen Touch-Sensor benutzen. Dafür darf er einen Ultraschall-Sensor benutzen“

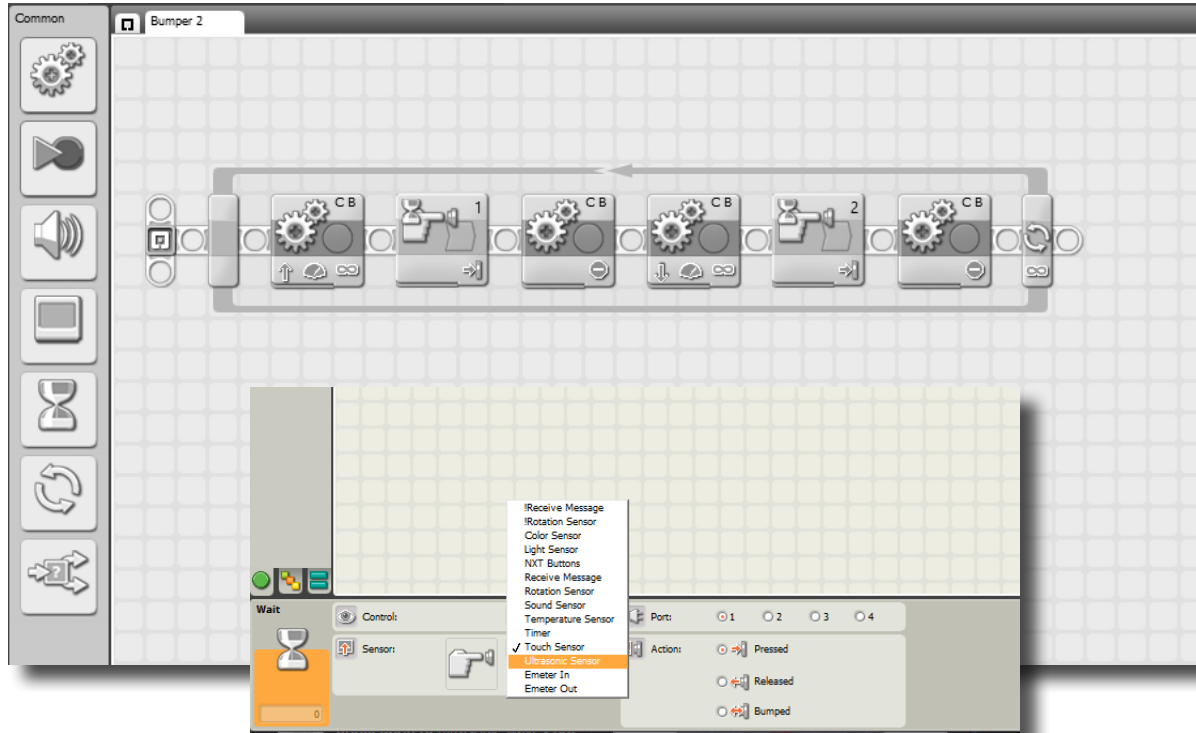
Programm

13



Programm

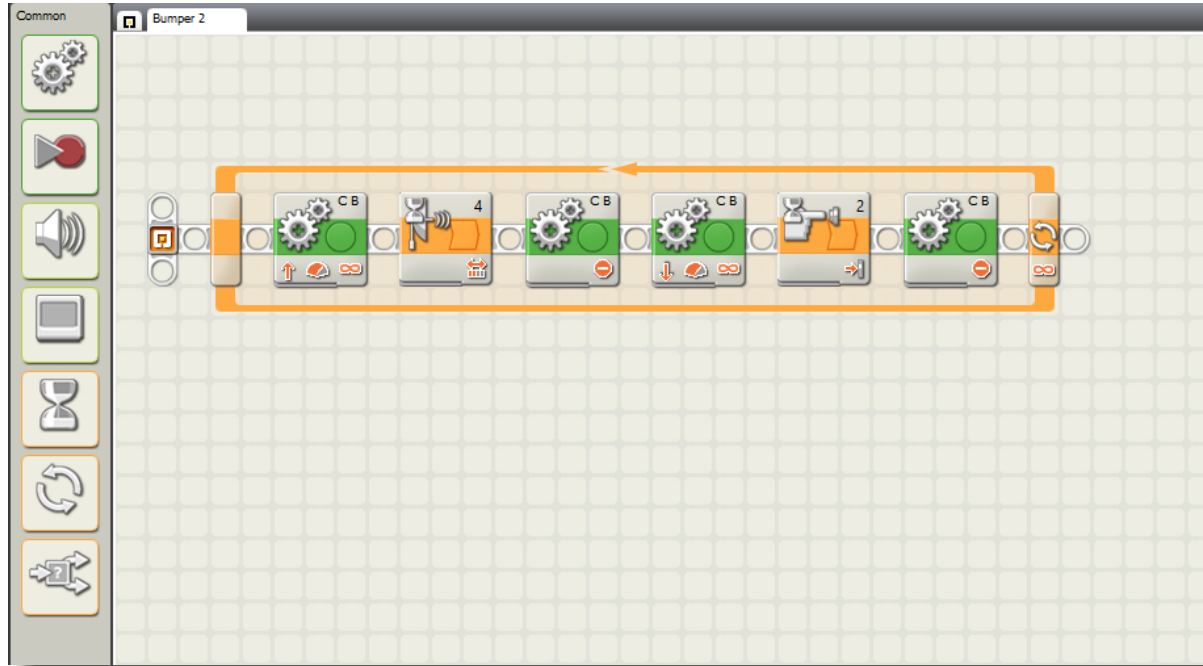
14



NXT 2.1 – Ultraschall, Programm

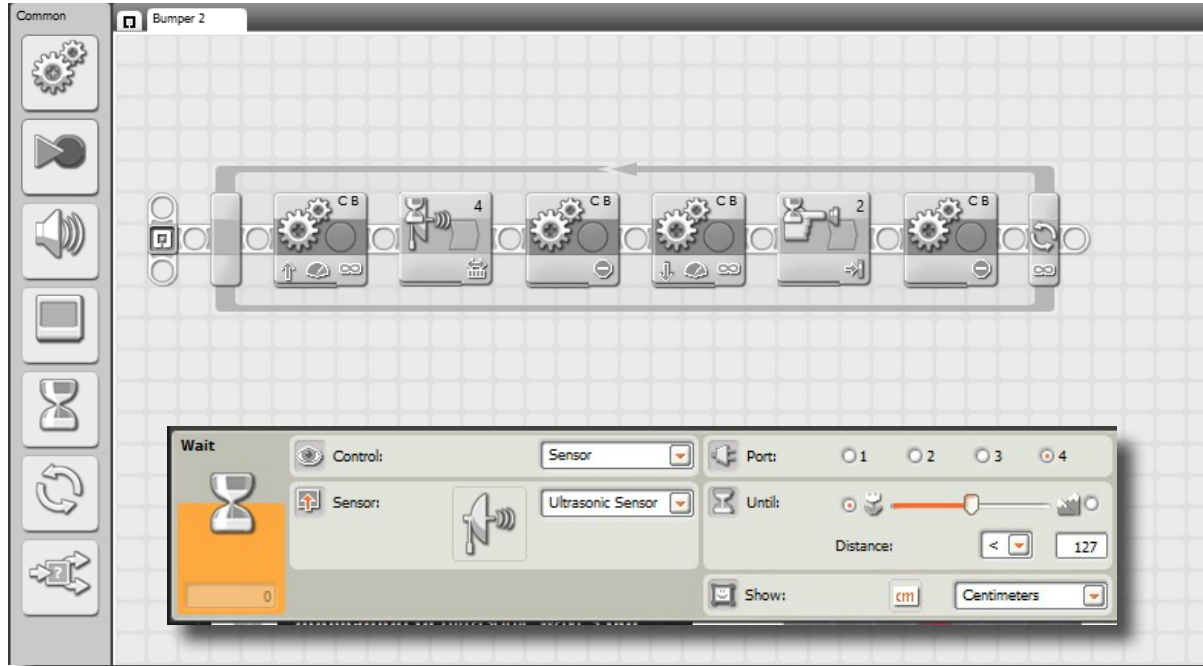
Programm

15



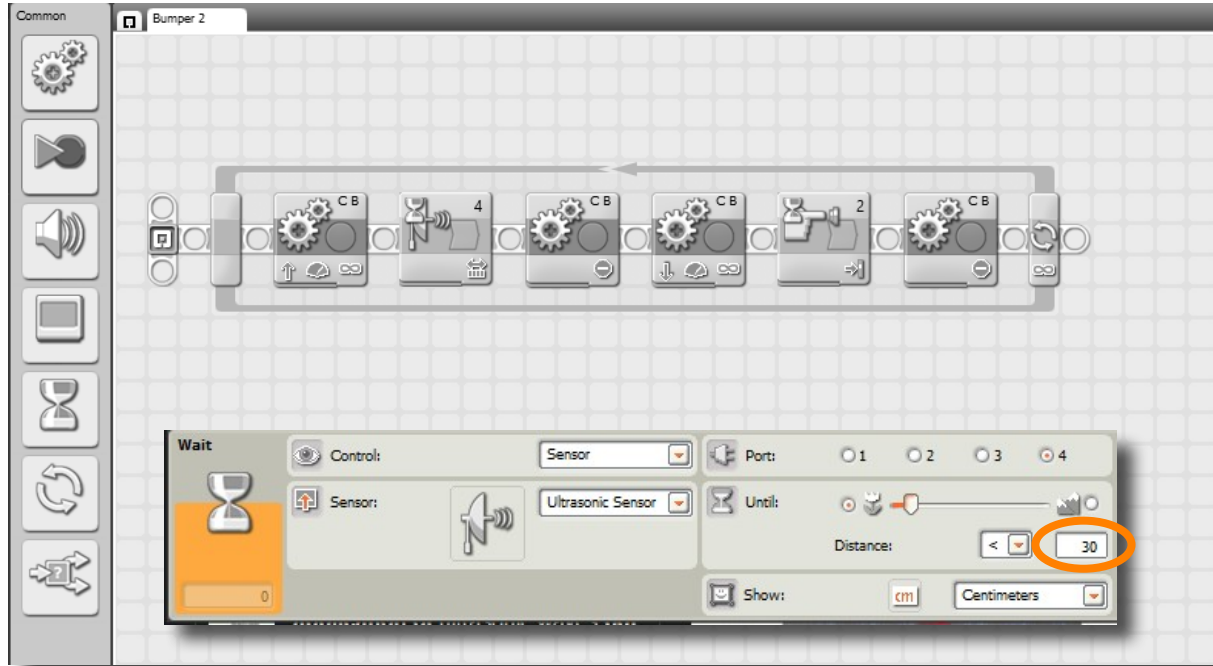
Programm

16



Programm

17



Programm

18

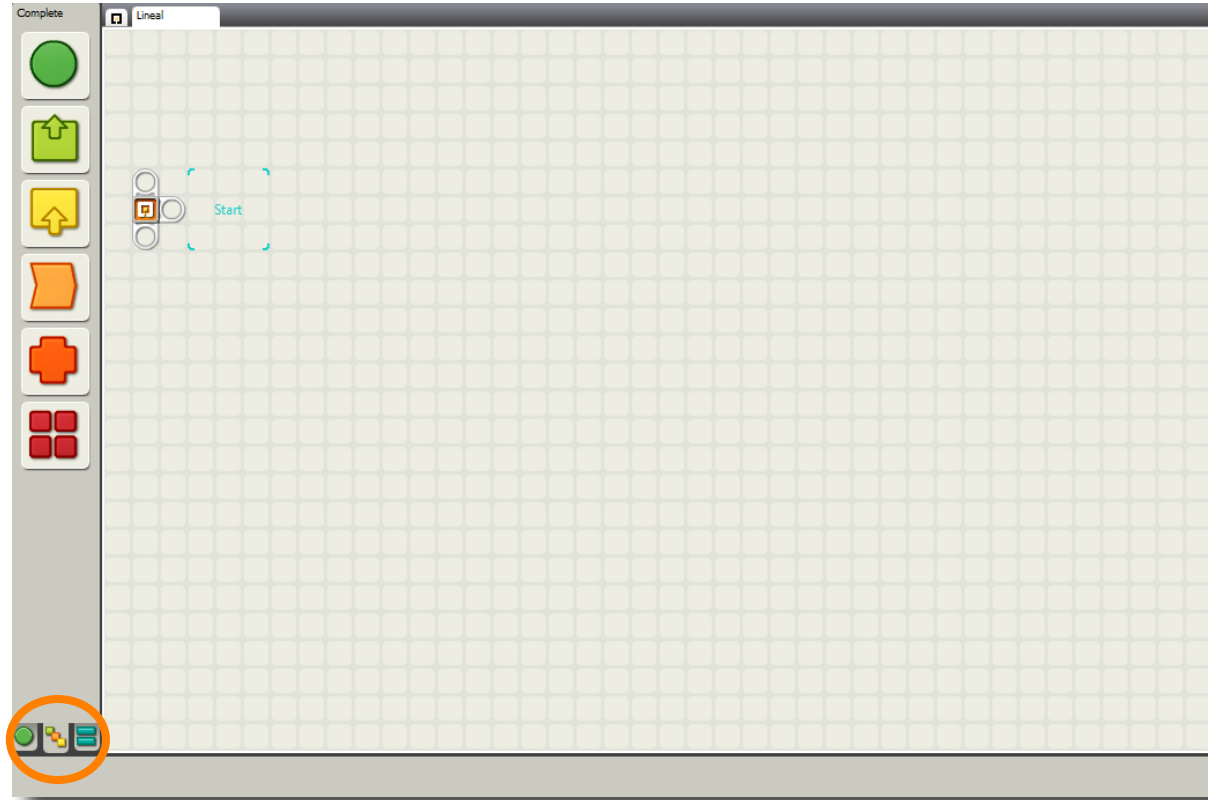


Programmieren des Ultraschallsensors

„Der Roboter soll ständig die
Entfernungs-Werte des
Ultraschallsensors auf seinem Display
anzeigen.“

Programm 2

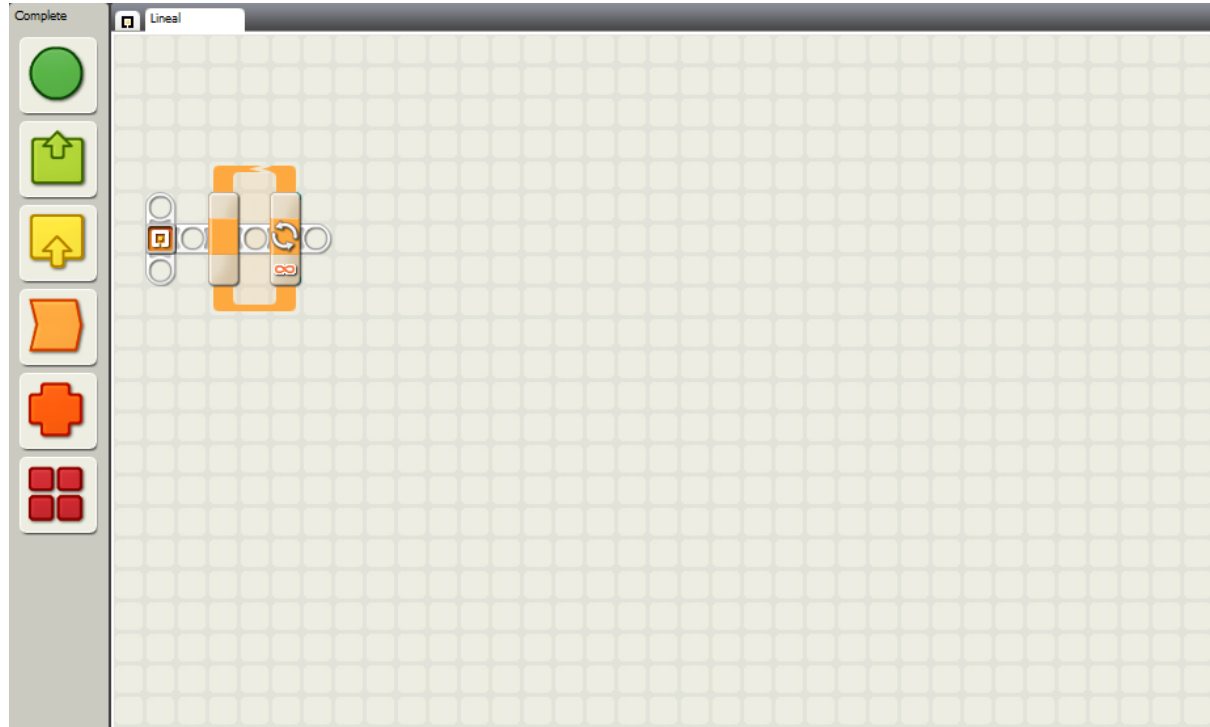
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NXT 2.1 – Ultraschall, Programm

Programm 2

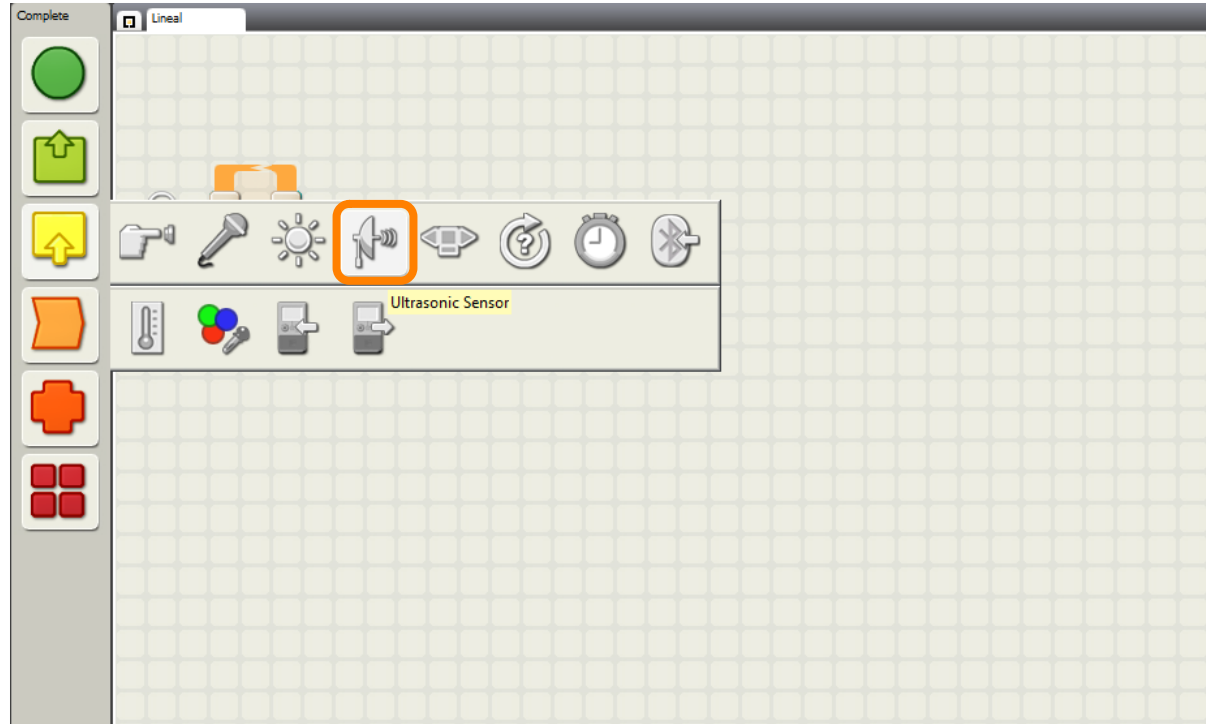
22



NXT 2.1 – Ultraschall, Programm

Programm 2

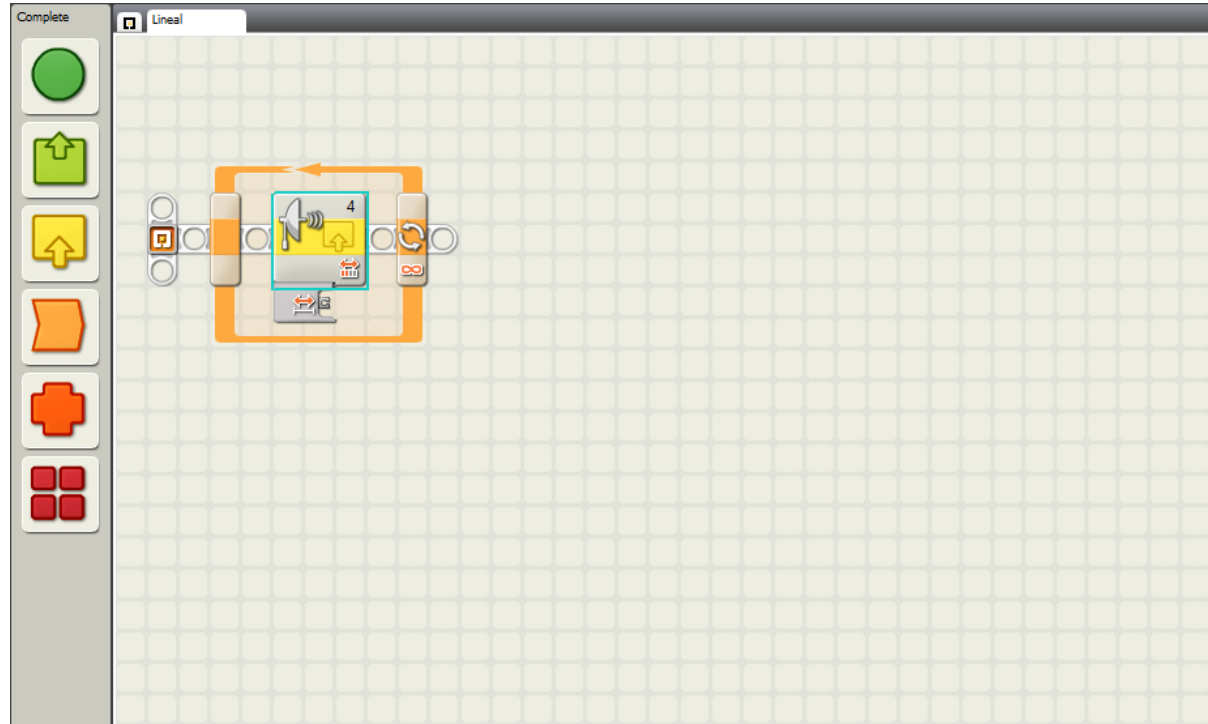
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NXT 2.1 – Ultraschall, Programm

Programm 2

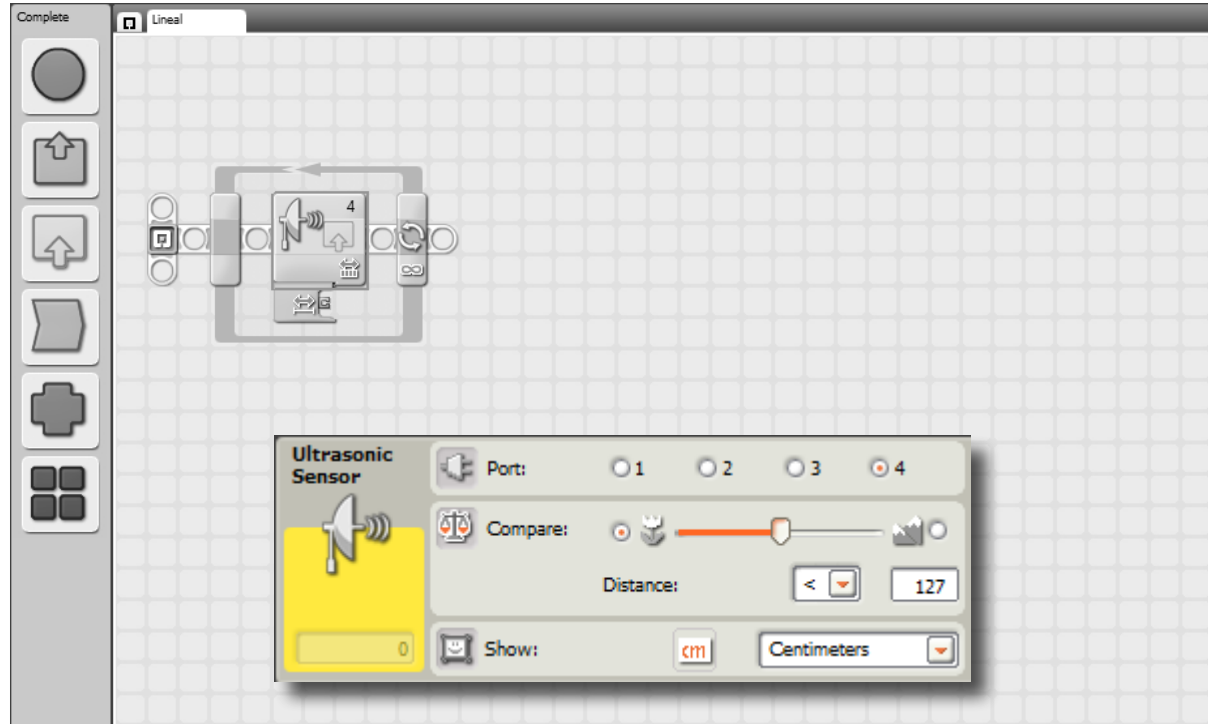
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NXT 2.1 – Ultraschall, Programm

Programm 2

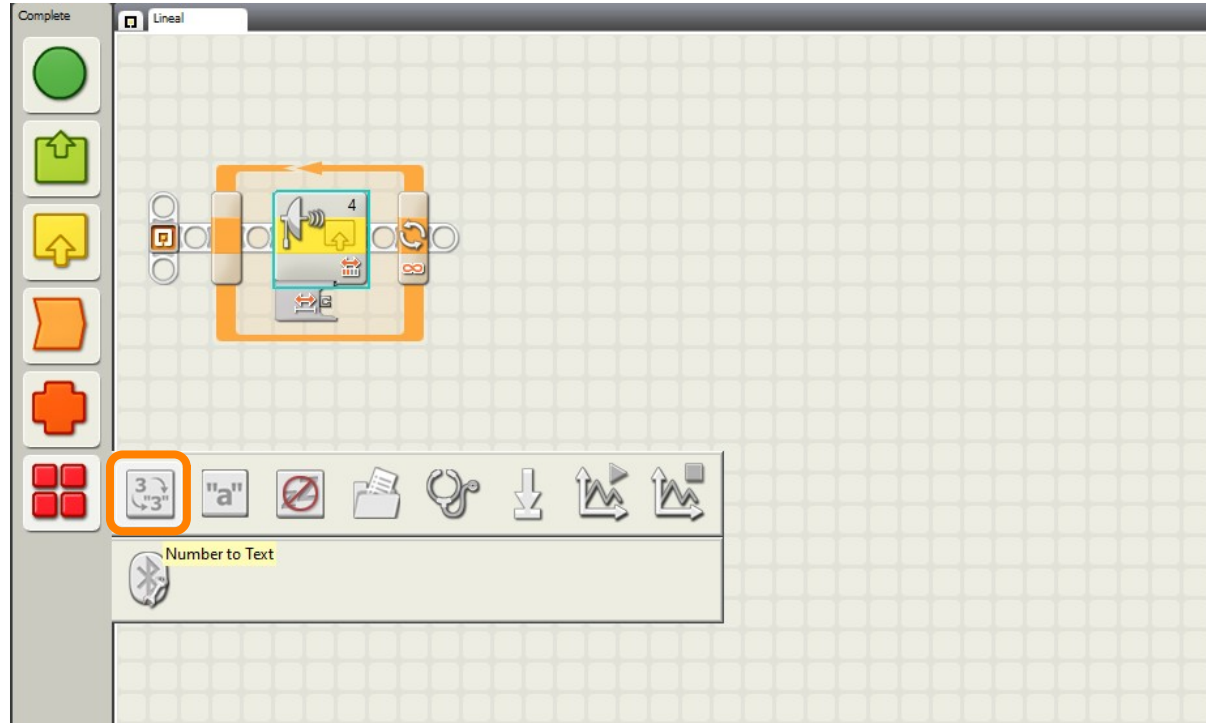
25



NXT 2.1 – Ultraschall, Programm

Programm 2

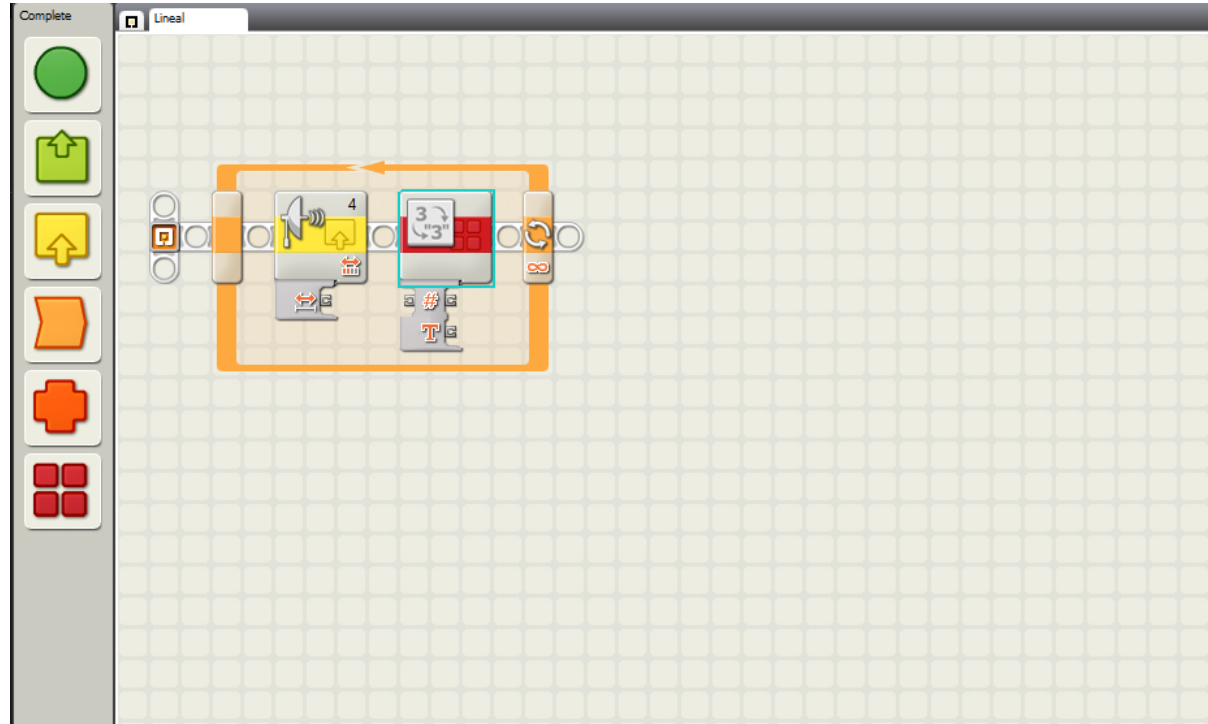
26



NXT 2.1 – Ultraschall, Programm

Programm 2

27



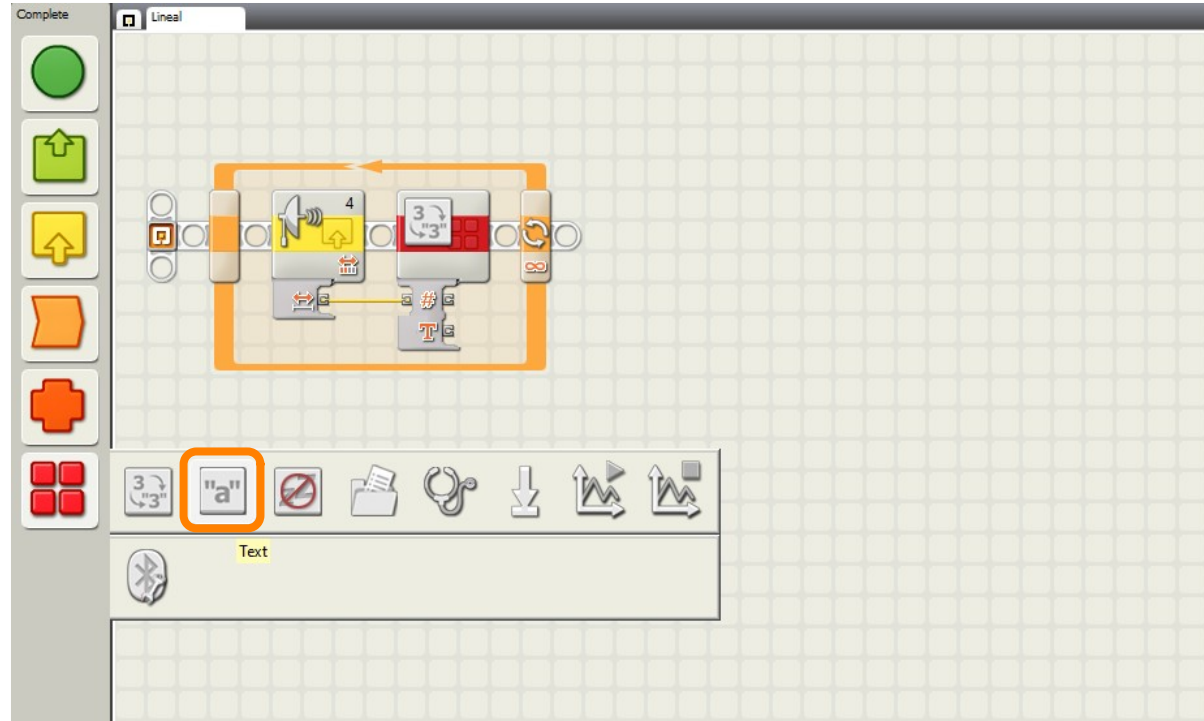
NXT 2.1 – Ultraschall, Programm

28



Programm 2

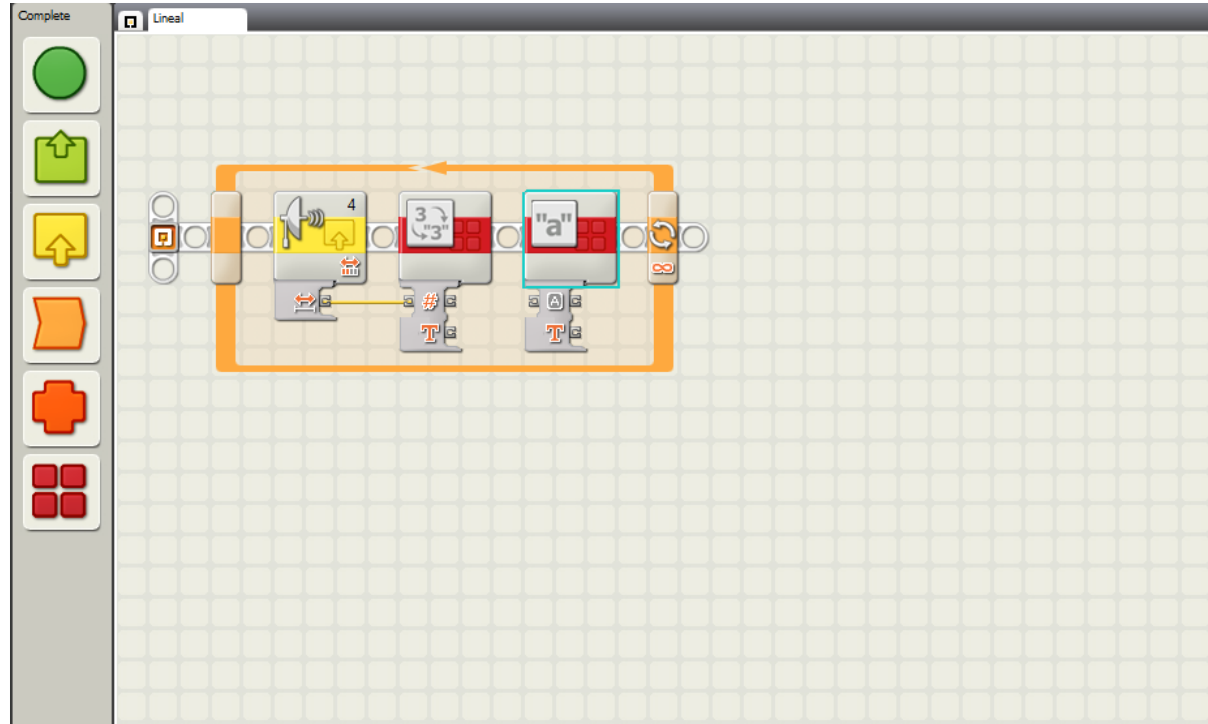
29



NXT 2.1 – Ultraschall, Programm

Programm 2

30



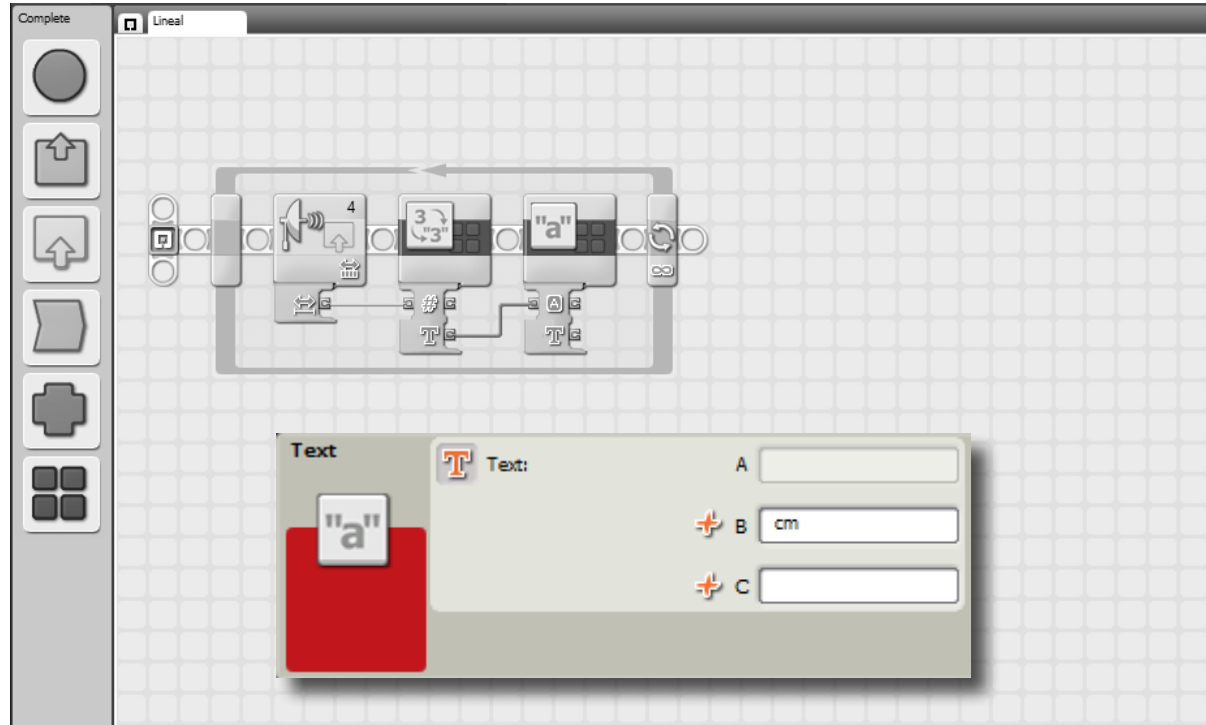
NXT 2.1 – Ultraschall, Programm

31



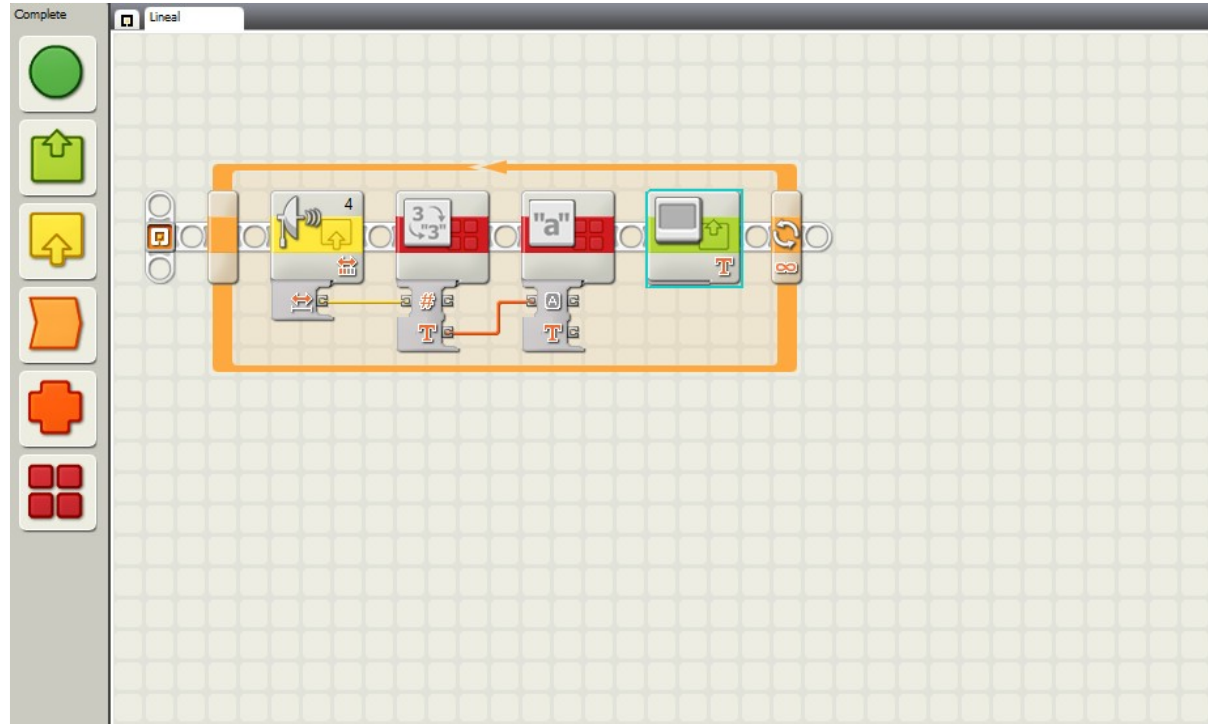
Programm 2

32



Programm 2

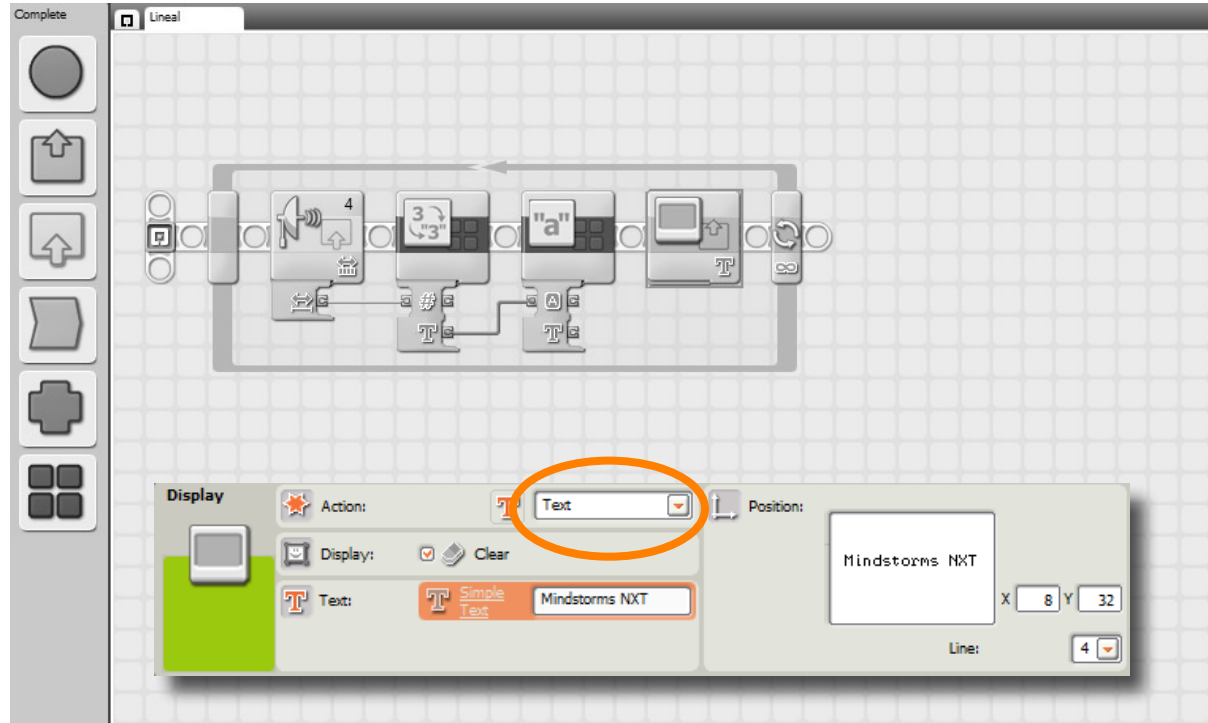
33



NXT 2.1 – Ultraschall, Programm

Programm 2

34



35

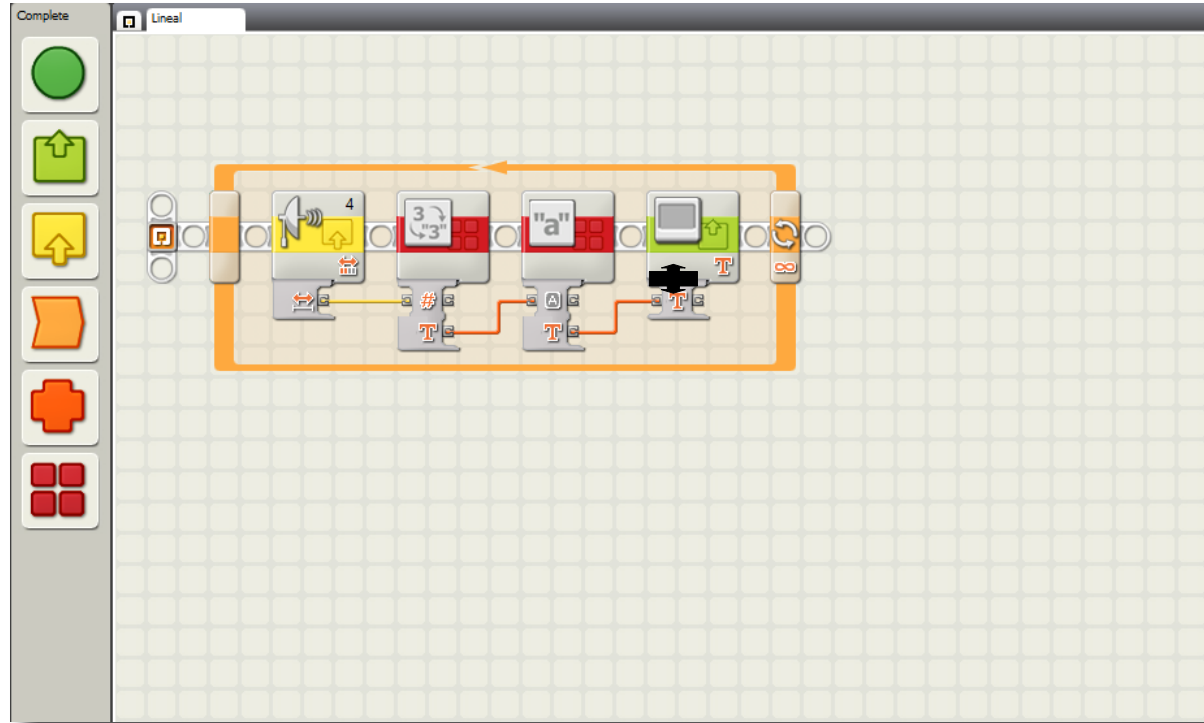


36



Programm 2

37



NXT 2.1 – Ultraschall, Programm

Programm 2

38



NXT 2.1 – Ultraschall, Programm