

1. Decision: Check if the Bluetooth module is successfully paired with a remote device. Verify the connection status using AT commands or monitor the module's status pin.
2. If paired, proceed; if not, continue attempting pairing with the correct pairing key and ensuring proper communication.

2

1. Process: Arduino continuously reads and listens for incoming data on the serial port using `Serial.read()`.
2. Process: Implement a reliable communication protocol (e.g., ASCII characters) for interpreting incoming data.

3

1. Process: Decode the received commands using a switch-case or if-else structure in the Arduino code. Map specific characters to corresponding actions (e.g., 'F' for forward, 'B' for backward, 'L' for left, 'R' for right, 'S' for stop).
2. Process: Use conditional statements to determine the desired actions based on the decoded commands.

4

1. Process: Initialize the Arduino microcontroller (e.g., Arduino Uno) using the Arduino IDE. Set up digital pins for motor control and serial communication (e.g., `pinMode`, `Serial.begin`).
2. Process: Set up and initialize the Bluetooth module (e.g., HC-05 or HC-06) using AT commands for serial communication. Configure the baud rate and communication parameters.

1

1. Process: Implement code to control the L298N motor driver using appropriate digital pins on the Arduino. Use `digitalWrite()` to set the direction and speed of the DC motors.
2. Decision: Check if the received command requires motor movement.
3. If yes, proceed; if not, go back to receiving commands.

5

6

1. Process: Activate specific pins on the L298N motor driver to control the direction and speed of the DC motors. Use PWM (Pulse Width Modulation) for speed control.
2. Decision: Continuously check for new commands.

7

1. Process: If the stop command is received or if there are no new commands, deactivate the motor driver to stop the DC motors. Use `digitalWrite()` to set motor control pins to LOW.
2. Decision: Check for new commands or end the operation.