

Carpet Rover

Before examining the details of the motor classes, let's create a project to show off some motor functionality. Our first project is a simple robot to familiarize you with building and programming. The following section contains building instructions for a robust robot called Carpet Rover (see Figure 3-3). This robot will be used for many of the chapters dealing with navigation, so when you are done with this project, don't take it apart quite yet.

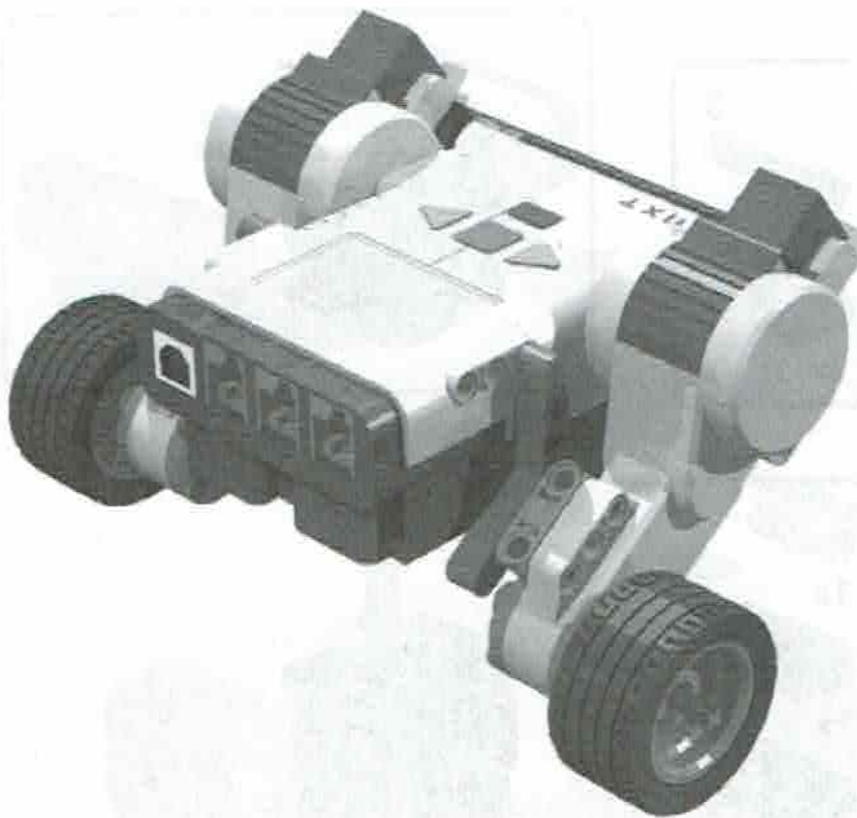
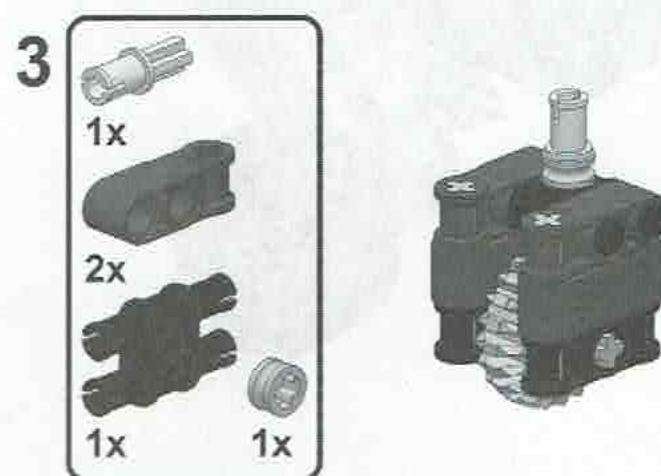
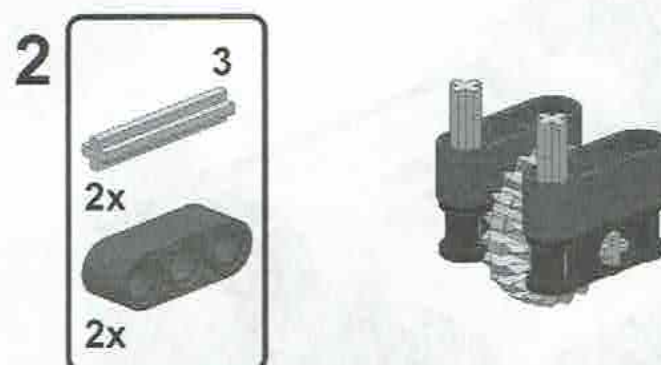
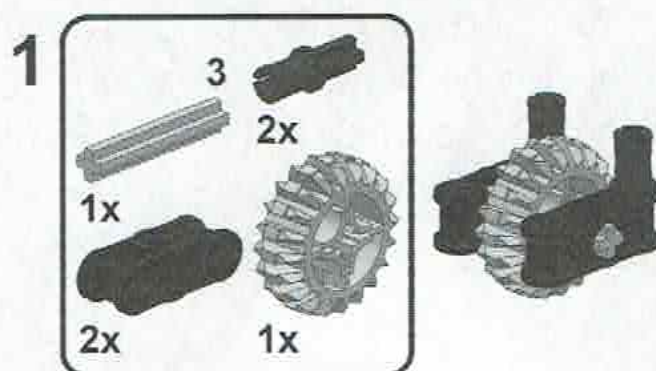
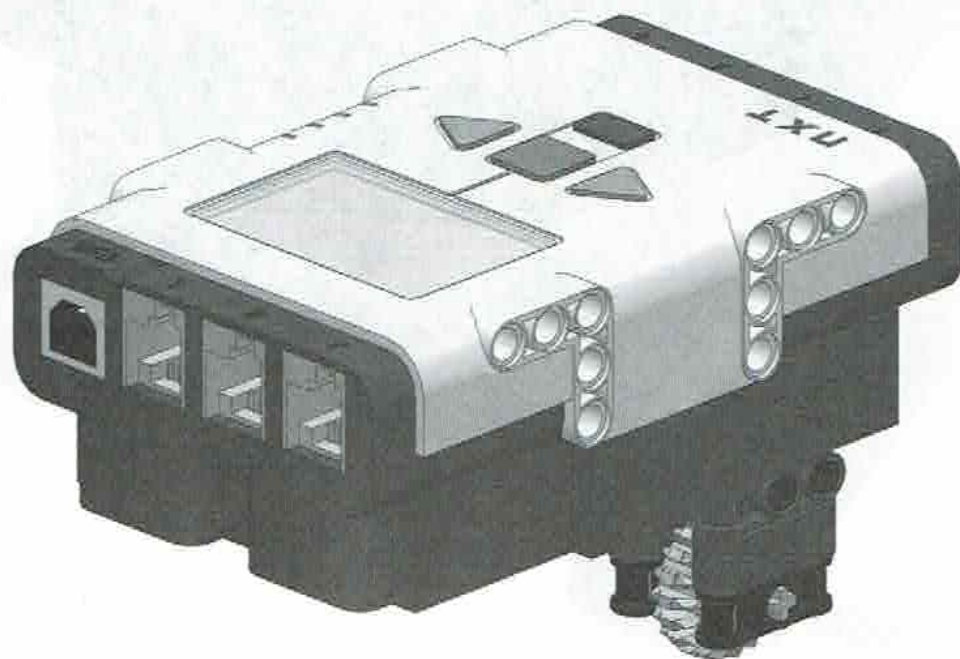
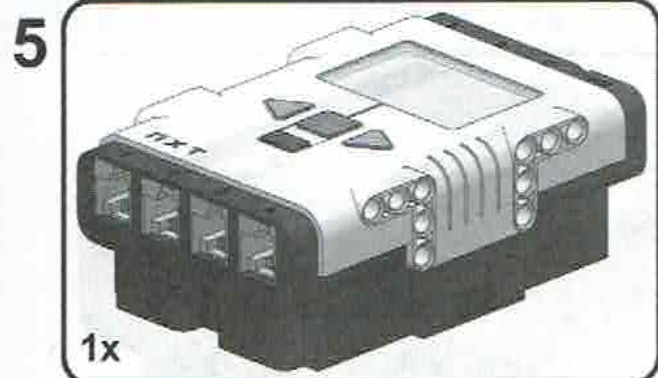


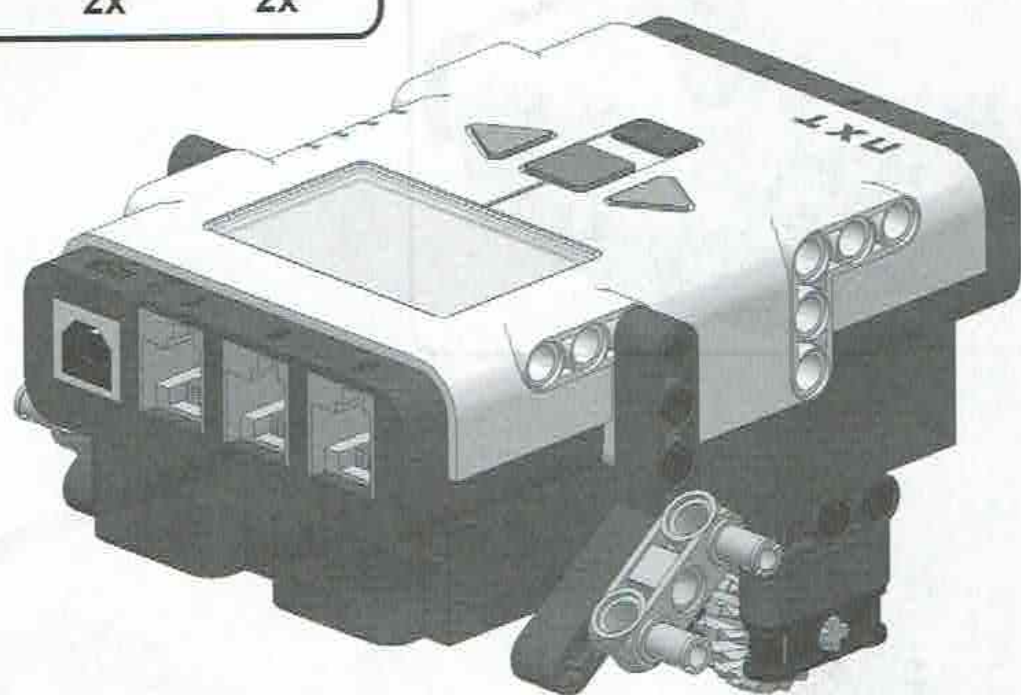
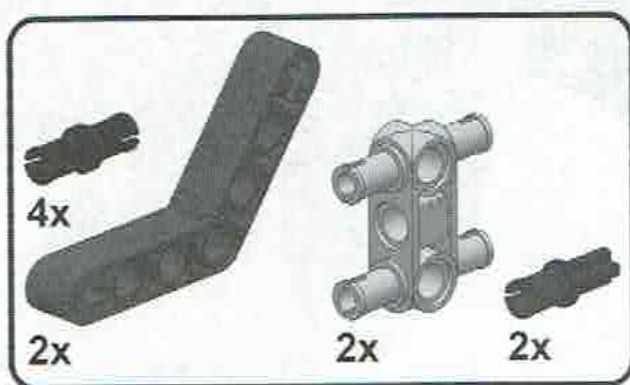
Figure 3-3: Carpet Rover robot

TIP: The following LEGO plans are easier to understand if you first gather up the parts for the *current* step (shown in the upper left corner) and then assemble the step. If you pick parts one at a time out of your box it will take longer and you might lose track of whether you've used the correct number of parts.

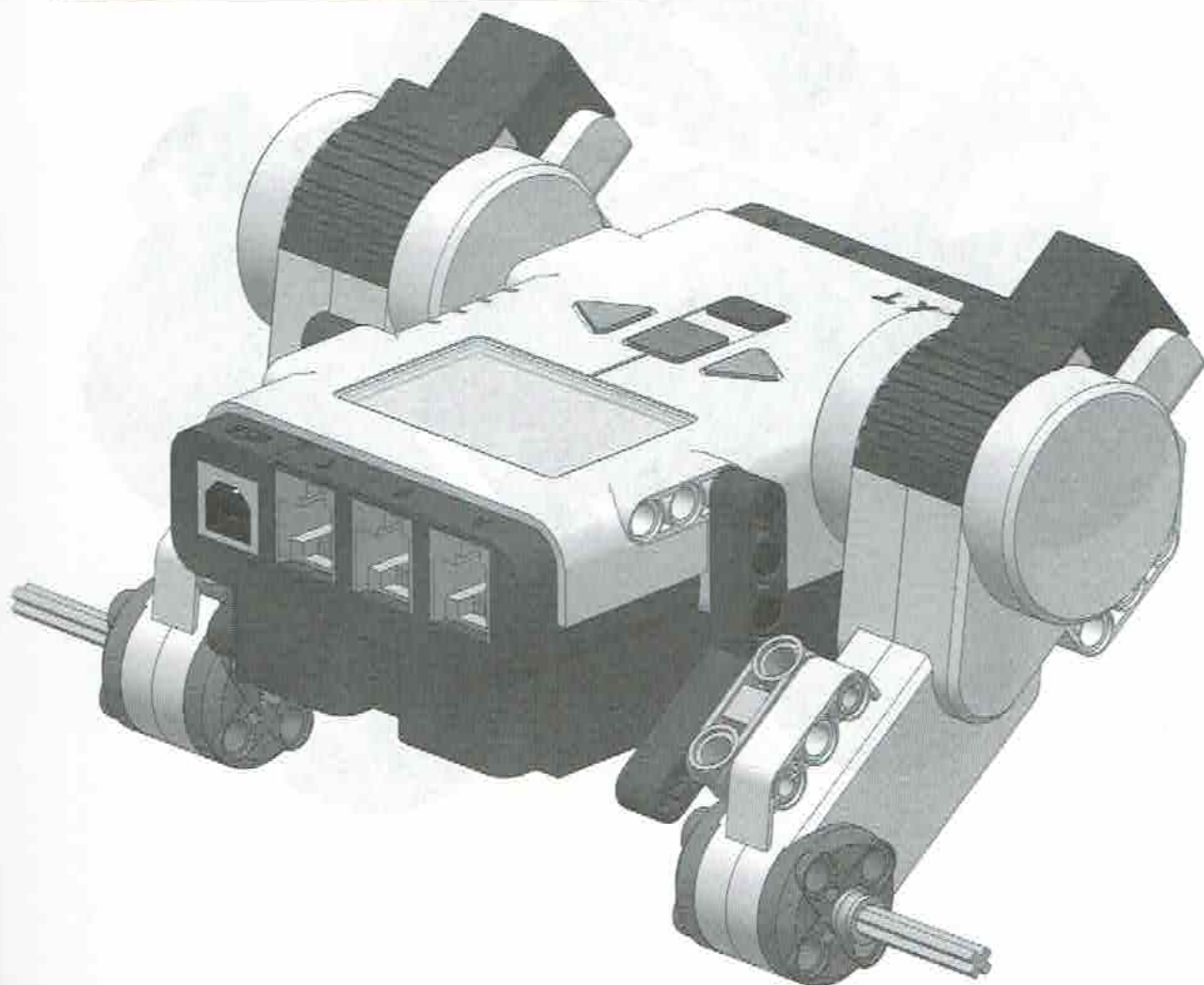
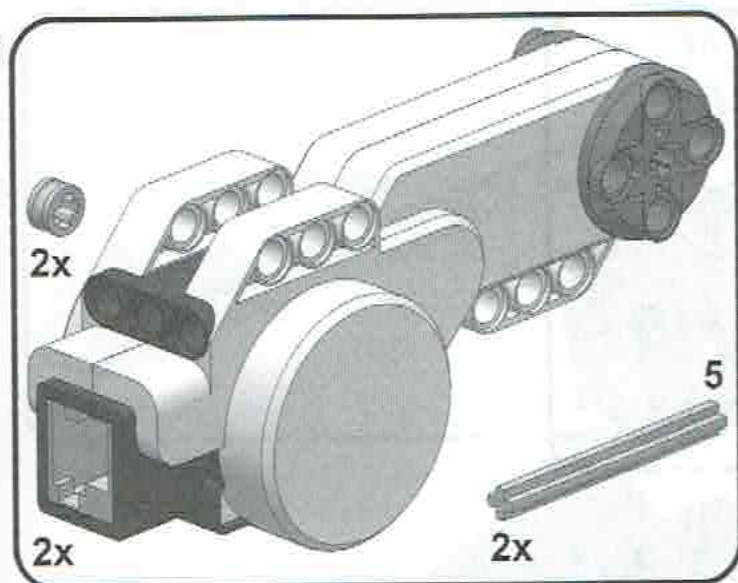




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