

Keyboard Input

Tuesday, June 5, 2018 4:11 PM

```
' {$STAMP BS2}
' {$PBASIC 2.5}
```

keyPress VAR Word } Define the variable that will store the key being pressed

```
DO
```

```
DEBUGIN keyPress
```

'if statement to move full speed forward

```
IF keyPress = "w" THEN
```

```
PULSOUT 12, 650
```

```
PULSOUT 13, 850
```

```
PAUSE 20
```

'if statement to move putter

```
ELSEIF keyPress = "p" THEN
```

```
PULSOUT 14, 650
```

```
PAUSE 20
```

```
ENDIF
```

```
LOOP
```

```
END
```

Start if statement with IF.
Every other condition is ELSEIF.
Always end the statements with
One ENDIF.

Tell the Boe-bot to look for an input using DEBUGIN. Store input as the variable defined earlier

This is a comment noting what is happening with the code

each IF/IFELSE statement has a THEN

code for action you want key to perform

checks for which key is being pressed

Experiment with using multiple keys to do different things. For example sharp turns, wide turns, fast putts, soft putts, etc. You can also incorporate subroutines in the program.