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Programming Logic

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Design

There will not be any brut forcing for the design of the project. I will have to program the Scribbler Robot to traverse through a maze and will have to utilize loops, decisions and other programming practices for the robot to complete the maze. As the robot must go through the entire maze upon the completion, the robot must be able to create a square four times. Utilizing loops in the design of the program alongside with decisions and which will repeat the same set of statements four times utilizing movement blocks such as rotation blocks and proximity sensors in order to know when to turn when navigating the square. But before the robot is traversing the square the first time during the sequence I will have to utilize a subprogram (encapsulation) in order to make the robot make reach the dead end of the maze and create a circle going forward then leave moving forward by using movement blocks and in order to do that the design of portion must be able to utilize loops with decisions which will make the robot use its proximity sensors to determine when to turn and how to navigate the square. Then once after the square is completed, the robot must complete another task at the dead end of the maze before traversing the square for the first time. In order for the robot to navigate 'the T' portion of the maze This will be a subprogram using movement blocks (rotation blocks) and loops for it to turn right and left, and then a forward block for it to go straight through, for at least one time each time around. It would be within a subprogram. Then the robot must park in the "parking lot' and stay paused for 5 seconds before backing out of the space which will require a loop and movement blocks for it to complete that final portion of the maze.