Lab 3 Report: Dylan Money

Lab 3 was a bit more tricky than our previous labs. Loading up the turtle sim in gazebo I was trying to figure out how to run the python code to make the turtle move and as it turns out it's the exact same as running it from Lab 2 so that was a waste of time. Then I couldn't figure out why I couldn't get the turtle bot to move but I realized I was publishing the linear and angular velocity values to the wrong topic. After those unfortunate mistakes I managed to get my turtle moving. Having gotten my turtle moving I then messed around with the values to see how they affected the turtle. For the square shape I created 2 functions, one that turned the turtle and one that sent it in a straight line. Using the 2 functions in succession you can create a square shape. For the circle shape I made a function called circle that gave the robot both angular and linear velocity. The function would then be called repeatedly and created the circular motion.

