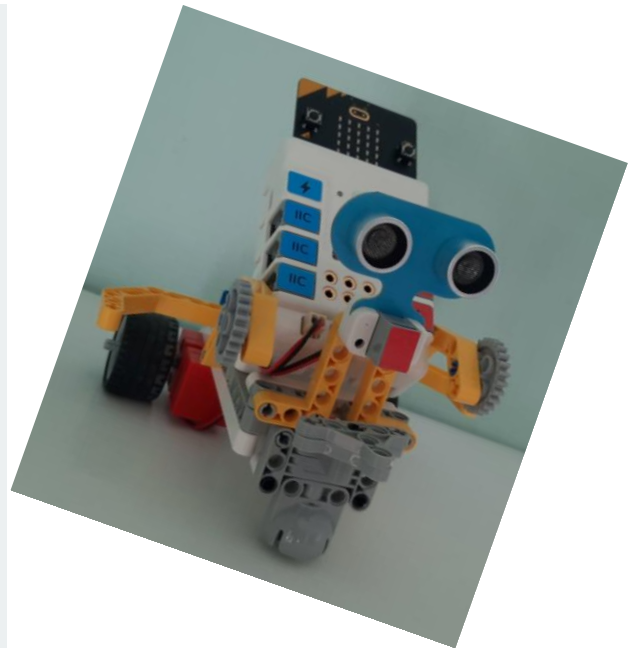
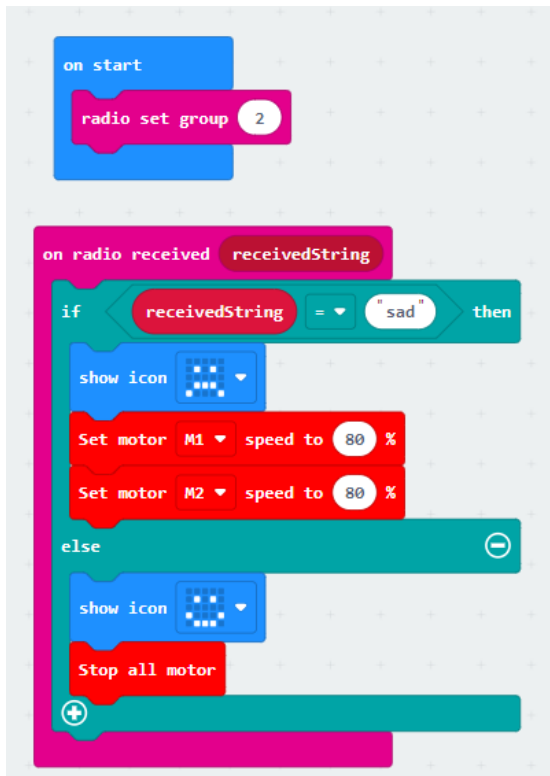
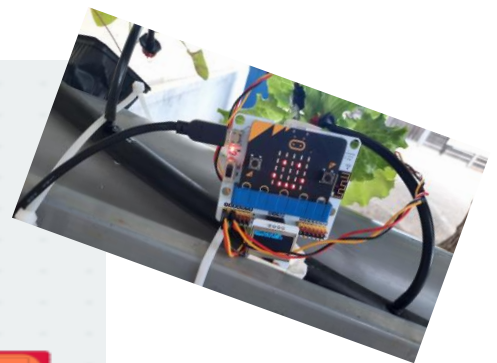
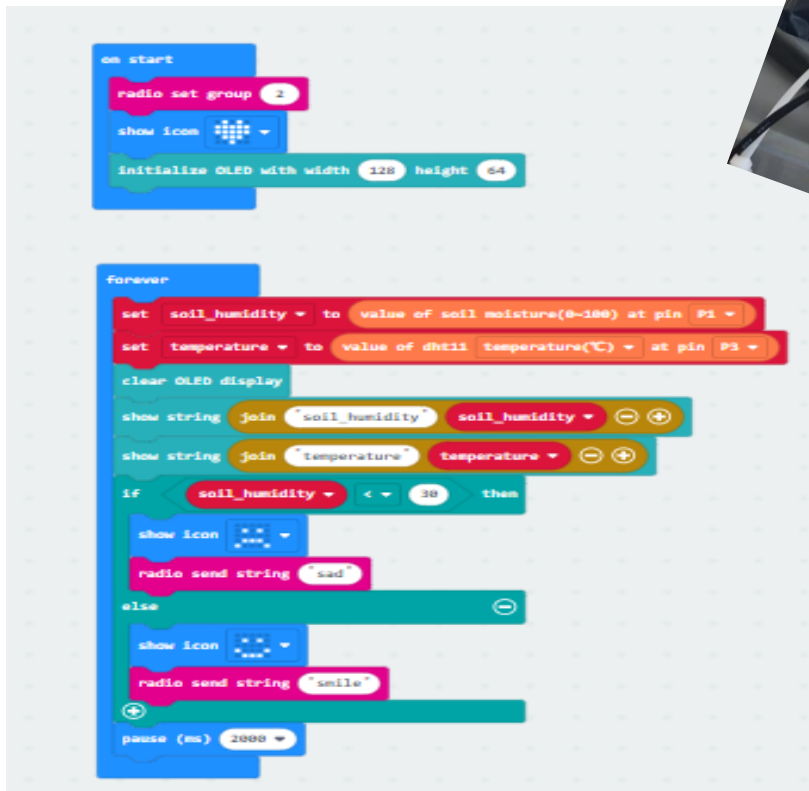


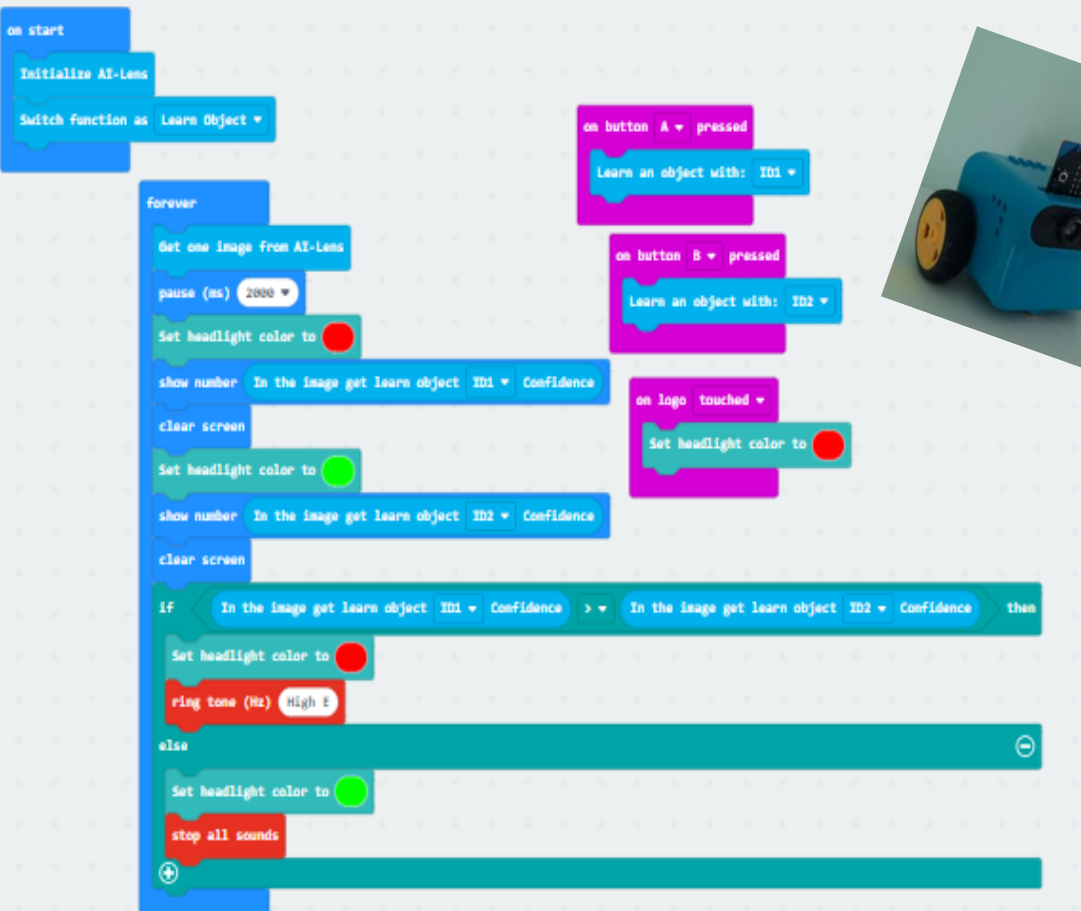
1. Τρελορομπότ



2. Plants



3. Θύμιος TrpBot




The image displays a Scratch script for a robot named TrpBot. The script is organized into several sections:

- on start**
 - Initialize AI-Lens
 - Switch function as Learn Object
- forever** loop:
 - Get one image from AI-Lens
 - pause (ms) 2000
 - Set headlight color to red
 - show number In the image get learns object ID1 Confidence
 - clear screen
 - Set headlight color to green
 - show number In the image get learns object ID2 Confidence
 - clear screen
 - if** In the image get learns object ID1 Confidence > In the image get learn object ID2 Confidence **then**
 - Set headlight color to red
 - ring tone (Hz) High E
 - else**
 - Set headlight color to green
 - stop all sounds

There are also three event-driven blocks on the right side of the script:

- on button A pressed**
 - Learns an object with: ID1
- on button B pressed**
 - Learns an object with: ID2
- on logo touched**
 - Set headlight color to red



The image also shows a photograph of the TrpBot robot, which is a small, blue, rectangular robot with two large black wheels and a small black sensor unit on top.