**Paru Dahal**

**IS 311**

**How do each of the inputs on a roll block (heading, speed, and duration) affect your BOLT's movement?**

The heading input determines the direction in which the BOLT robot will move. It specifies the angle or direction relative to its current position. Speed controls the velocity at which the BOLT moves in the specified direction. A higher speed value results in faster movement, while a lower value slows it down. Duration determines how long the BOLT will continue moving in the specified direction at the given speed. Combining these inputs allows precise control over the BOLT's movement, enabling it to navigate paths, perform tasks, or complete challenges with accuracy and efficiency.

**What is your strategy for making your BOLT's movements as accurate as possible?**

To ensure the utmost accuracy in BOLT's movements, my strategy revolves around meticulous parameter setting and constant fine-tuning. I focus on providing precise inputs for heading, speed, and duration in the roll block, allowing for exact movement control. Regular testing and calibration are integral, ensuring the BOLT responds accurately to commands. Additionally, I iterate on movement parameters, adjusting them based on trial and error to achieve the desired level of precision. By leveraging onboard sensors and minimizing external factors like uneven surfaces or obstacles, I aim to optimize BOLT's navigation accuracy.

**Why are delay blocks important?**

Delay blocks are crucial in programming sequences for robotic movements because they introduce pauses or wait times between actions. These pauses are essential for synchronization, allowing the BOLT to complete one action before proceeding to the next. Without delay blocks, actions might overlap or occur simultaneously, leading to unintended behaviors or errors in the robot's execution. By incorporating delay blocks strategically within the code, programmers can ensure smooth and synchronized operation, enhancing the reliability and effectiveness of the robotic tasks or maneuvers.