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PicoBot Lab, Part 1

State 0: #This state 0 is just to get the PicoBot to the corner; it will not be utilized after the PicoBot has reached the bottom left corner of the room.

If South is not blocked, move South and set state to 0 #Keep moving south

Else

If West is not blocked, move West and set state to 0 #Head toward the corner

Else set state to 1 #Reached the corner! Now time to move up and down.

State 1:

If North is not blocked, move North and set state to 1 #PicoBot will follow a North-South pattern when it covers the room

Else

If East is not blocked, move East and set state to 2 #Move one step East in preparation for the move down South

Else set state to 3 #If North and East are blocked, it’s one of the opposite corners. Done!

State 2:

If South is not blocked, move South and set state to 2 #Start its move south from the North side of the room.

Else

If East is not blocked, move East and set state to 1 #Prepare for the next journey up North.

Else set state to 3 #If South and East are blocked, it’s one of the opposite corners. Done!

State 3:

Set state to 3 #PicoBot can’t do much. It just sits, because it’s done!