### MEETING TWO

FUNCTIONS WITH PARROT AR DRONE 2.0

#### AR DRONE

- HD Camera 720p, 30FPS
- WiFi
- 3-axis gyroscope, accelerometer, and magnetometer
- Pressure sensor
- Ultrasound sensor
- 60FPS vertical camera

- Carbon fiber tubes
- Fully-reparable
- 4 brushless in-runner motors –
   28500 RPM
- Micro ball bearing
- Tempered steel propeller shaft
- Water resistant motor controller
- Emergency stop

# WRITING COMPUTER (OR ROBOT PROGRAMS)

- "Computers are lazy, and arguably stupid"
- text files → words → ASCII / UNI-8 <sup>1</sup> → bits, or 010110
- text editors vs. IDEs
  - text editors
    - MS Word
    - Notepad
    - TextEdit
    - Sublime
  - Integrated Development Environment
    - Xcode
    - Eclipse

#### NODE.JS & NODE'S AR-DRONE

- http://nodejs.org/download/
- \$ npm install git://github.com/felixge/node-ar-drone.git

#### THE CODE

- Introductory code, save as repl.js, like a .doc or .pdf
- var arDrone = require('ar-drone');
- var client = arDrone.createClient();
- client.createRepl();

//don't worry about what's occurring here; we will cover it soon

- Open this in Terminal / Console
  - ls gives folders in current directory
  - cd specifies movement between directories
  - node opens files with node.js

### **FUNCTIONS**

- Most basic component in computer science
- Take arguments in parentheses ()
- Called on an object, usually
- Our object is the drone

#### REALTIME ACTIONS

- AR-Drone assumes the object
  - · drone>
  - · drone>
  - · drone>
- Basic Drone Functions
  - takeoff()
  - land()
  - up(speed),down(speed)
    - arguments
    - scaled 0 to 1; like 0 to
       100%

#### More functions

- stop()
- back(speed),front(speed)
- left(speed),right(speed)
- clockwise(speed)
- counterClockwise(speed)

#### Even More!

 https://github.com/felixge/ node-ar-drone#client-api

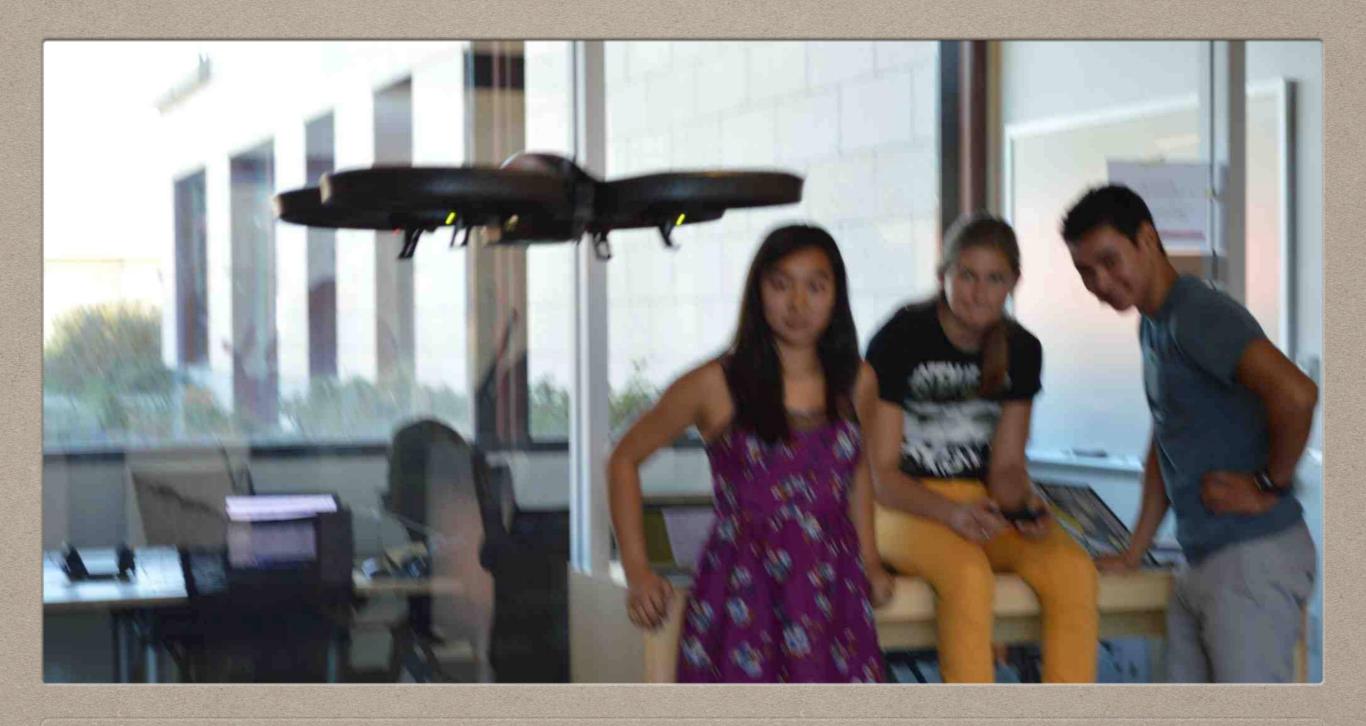
## RETRO-FIT FUNCTIONS PLANS OF ACTION

- Save a repl.js that has the functions that you want to run
- Object isn't assumed here
- Declare this first
- var arDrone =
   require('ar-drone');
- var drone =
   arDrone.createClient();

/\* don't worry about what's occurring here; we will cover it soon \*/

Example retro-fit code file

```
var arDrone = require('ar-drone');
var drone = arDrone.createClient();
drone.takeoff();
drone.after(5000, drone.up(.2);)
drone.after(5000, drone.down(.1);)
drone.after(1000, drone.stop();)
drone.land();
```



# SEND US A REPL.JS FOR CLUB FAIRE! THE DRONE CAN DO FLIPS TOO; SEE ONLINE