Fall 2020

CISC 1003 – Move a Random Distance Lab

We will be using the VR.VEX environment for our class: https://vr.vex.com/

Playground: Numbered Grid Map

Challenge: use the following blocks in your program. Properly edit their values to correspond to what the robot should do.

Repeat-move-a-random-distance - program settings:
- Repeat 3 times:
  - Program the robot to move to a random block number from 1 to 10 and stop.
  - Turn right 90 degrees
- Place a comment before the loop explaining what the part the code will be doing.
- You can also place a Note about the program: right click the program area and select 'Add Note'.
  Information on Notes:
  https://kb.vex.com/hc/en-us/articles/360041797511-Notes-Tutorials-VR-Blocks

Directions:
- Step 1: **Move-to-number-one-time**: program the robot to move to a random block number from 1 to 10 and stop.
- Step 2: Use the **Move-to-number-one-time** program to solve the main **Repeat-move-a-random-distance** challenge.

Submitting Projects/HW:

When submitting your assignments, please submit the following:
- PDF of the code
- VEXcode Project
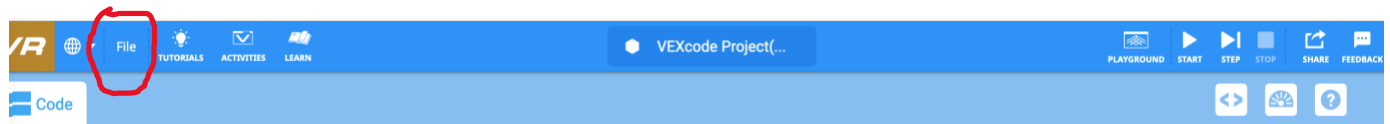- Screenshot of the playground after the program has stopped.

Your submission should include a zipped file, Name your document file using your Last name.Firstname and The lab name. E.g., Doe.Jane.Lab1.zip.

How to get these items:

- PDF of the code: share the code to get the PDF image of the program
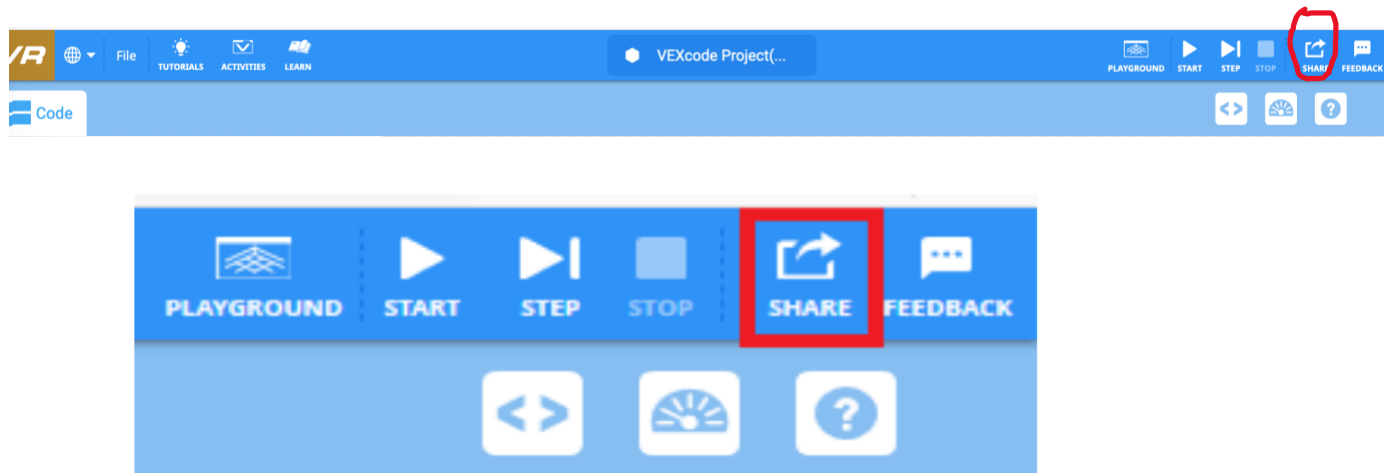
- VEXcode Project: In the VEX code project go to: File, Save to Your Device

- Save a screen shot of the robot playground that showed what the robot after the program is complete:
  https://www.theverge.com/2019/11/8/20953522/how-to-take-screenshot-mac-windows-pc-iphone-android

- Adapted from material by Prof. Lawrence Goetz