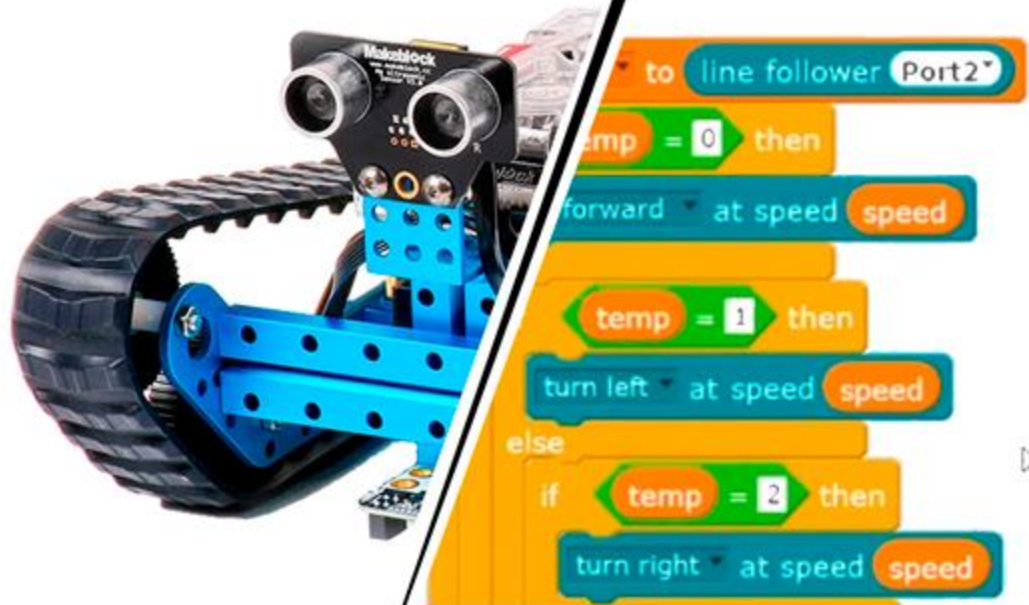




mBot Ranger

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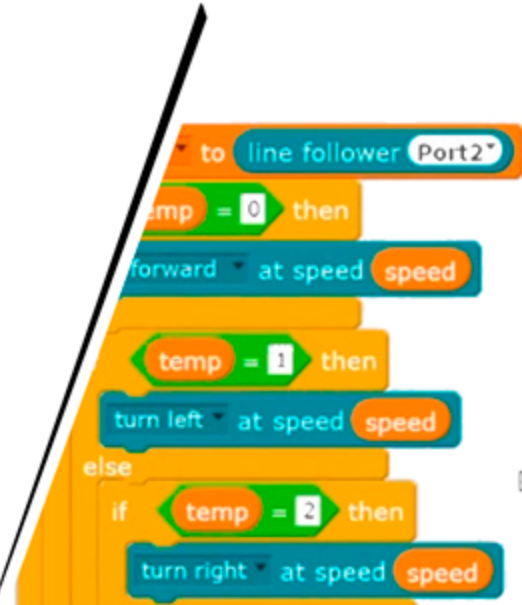
- Blog de referencia
- Componentes
- Montaxe

mBot Ranger

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- Instalación
- Os tres modos de firmware
- Programación secuencial
- Programación estructurada



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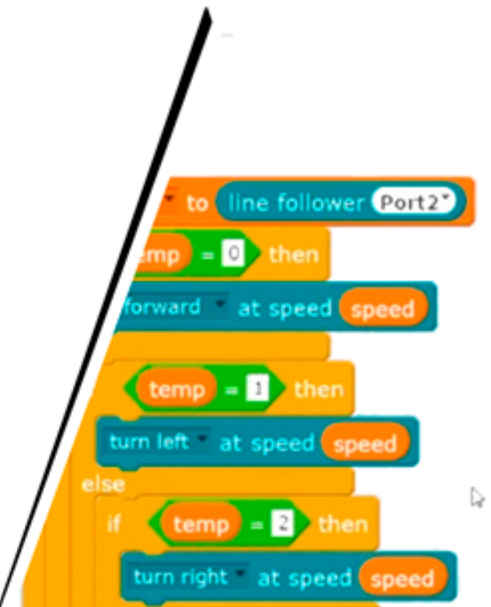
Taller de robótica e programación

Xornadas Ferraxeiras 17/18

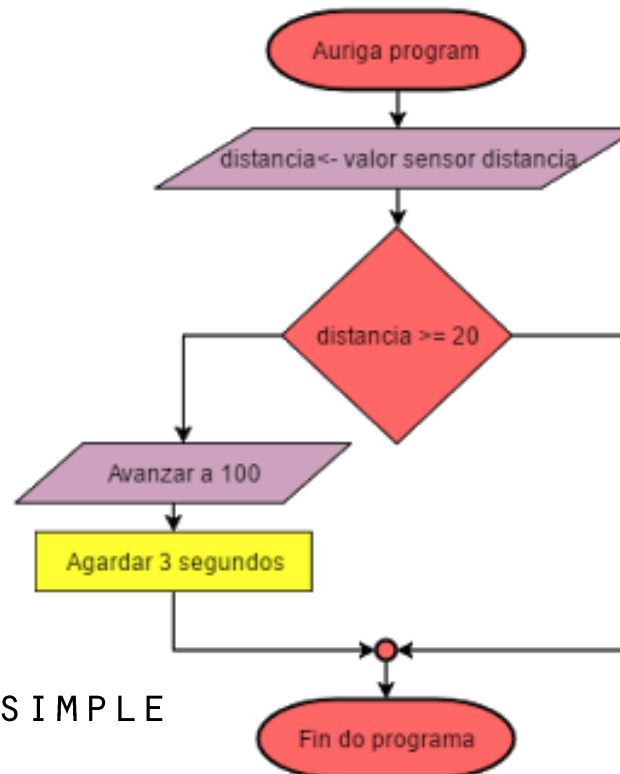
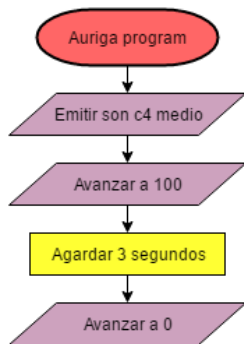
jose pino vázquez

Modo Arduino

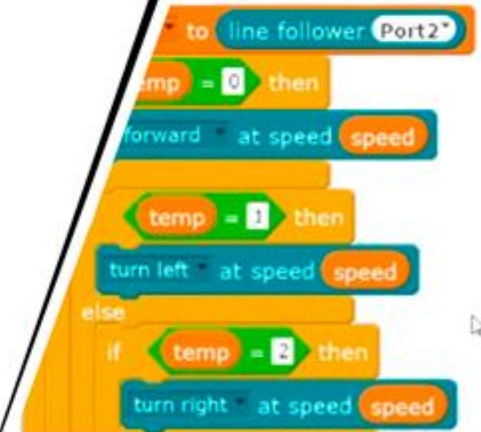
- INSTRUCCIÓN DE LUZ
- INSTRUCCIÓN DE SON
- INSTRUCCIÓN DE MOVEMENTO
- INSTRUCCIÓN DE AGARDA
- VARIABLES E OPERADORES



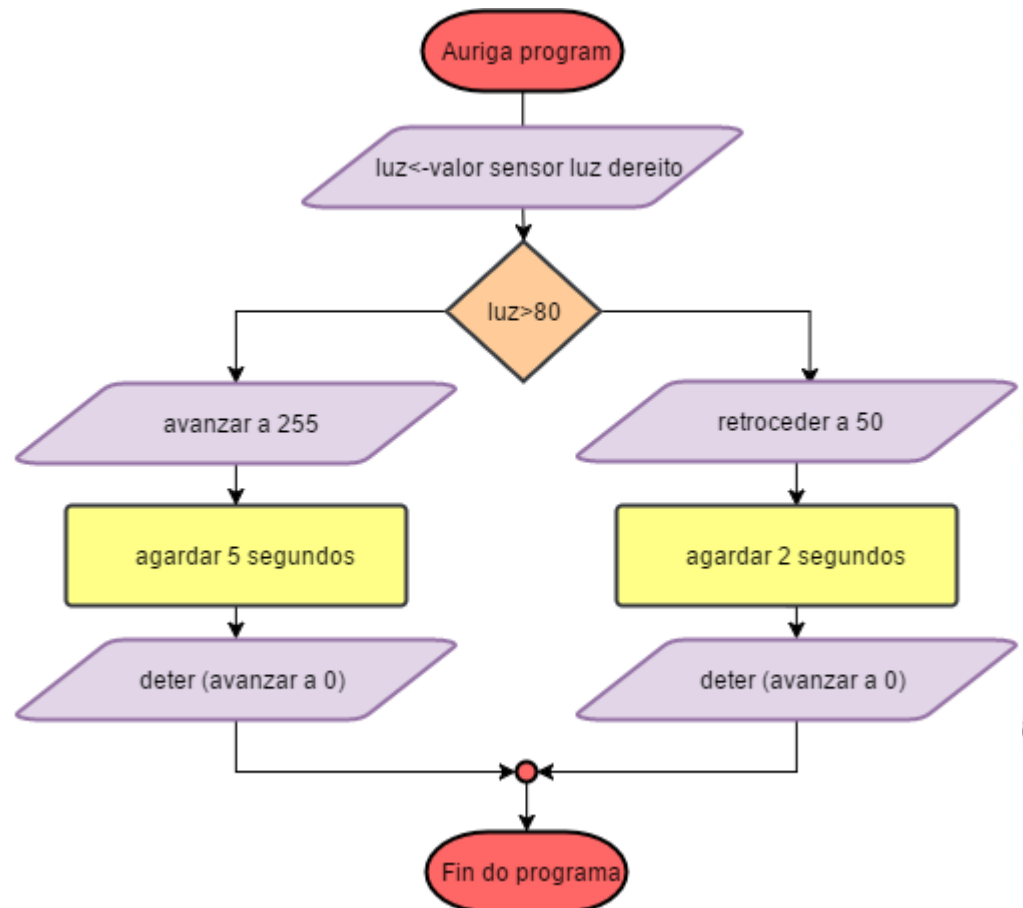
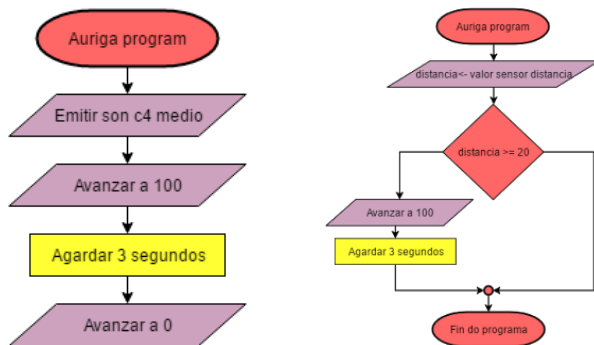
Programación secuencial VS estructurada



CONDITIONAL SIMPLE



Programación estructurada



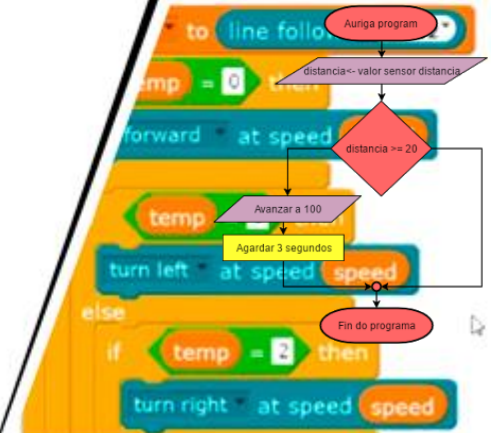
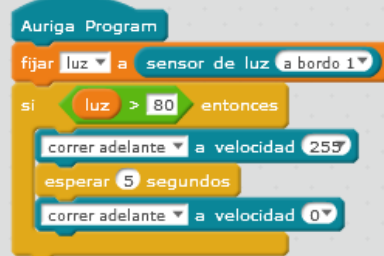
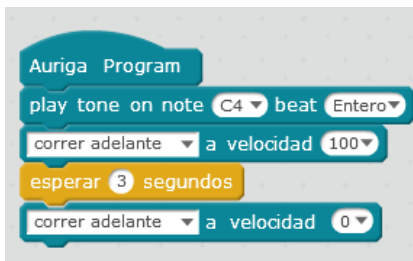
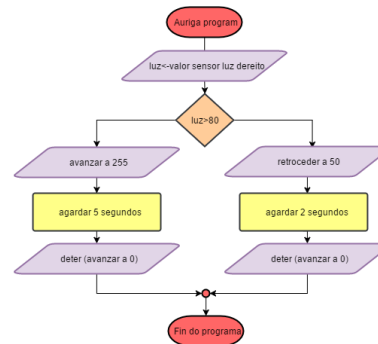
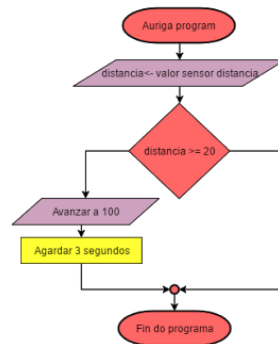
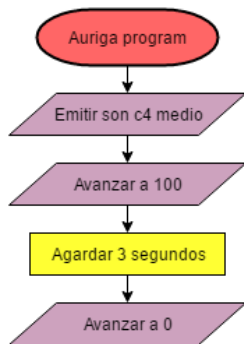
CONDICIONAL DOBLE

mBot Ranger

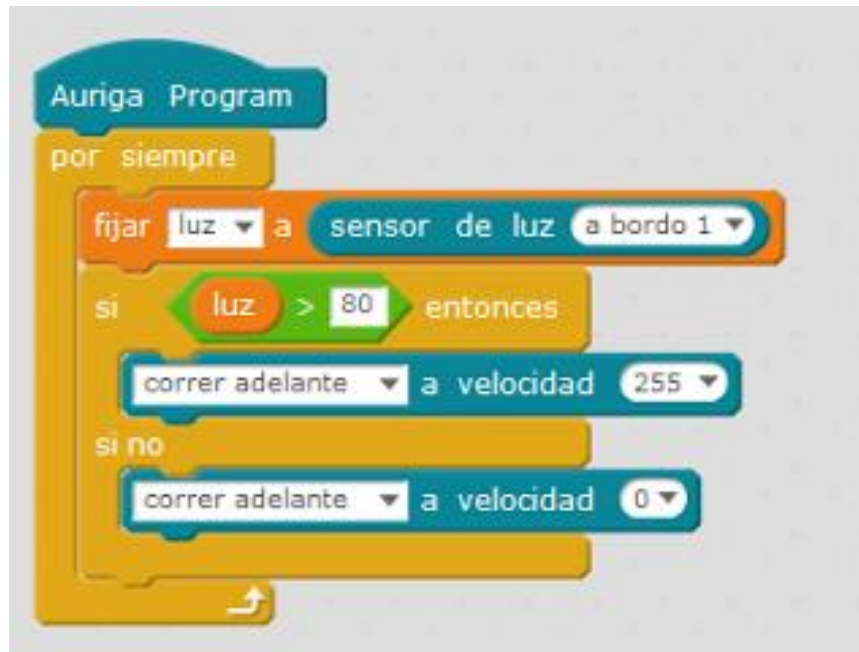
CFR Lugo 17/18

jose pino vázquez

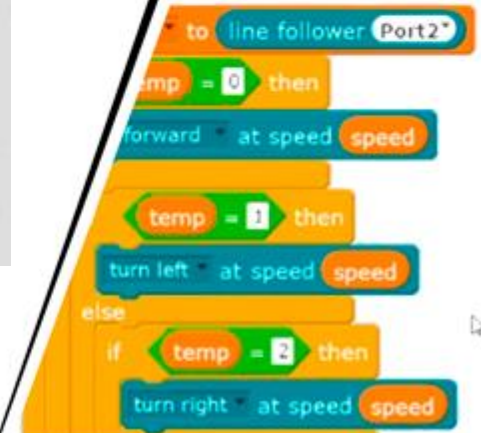
Programación estructurada



Programación secuencial VS estructurada



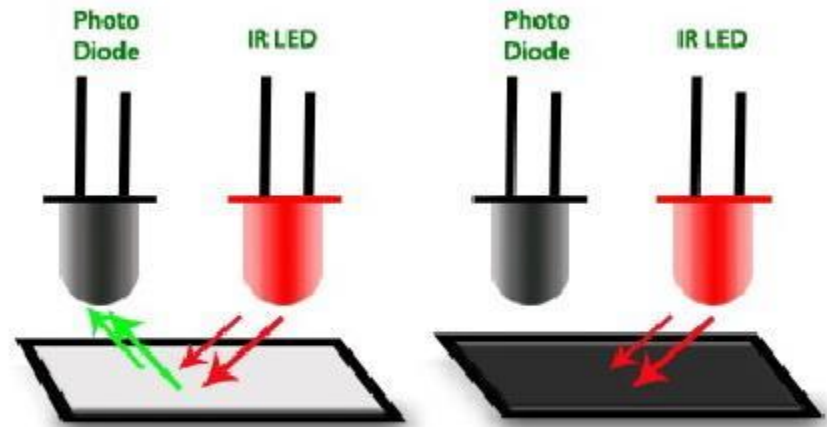
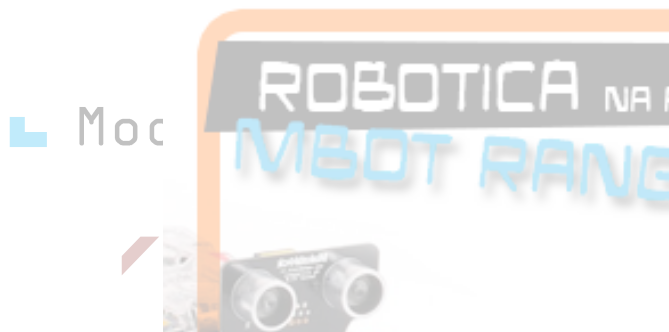
BUCLE INFINITO



Taller de robótica e programación

Xornadas Ferraxeiras 17/18

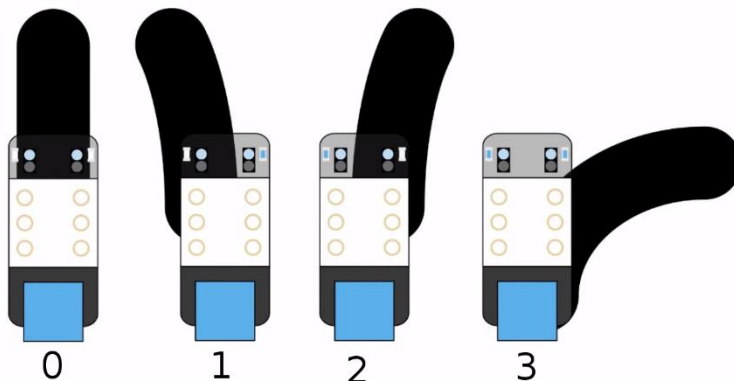
jose pino vázquez



High Value of reflectance/voltage

Low Value of reflectance/voltage

accións da folia de traballo, e tento en que devolve o sensor "segueliñas", é un programa que permita que o robot siga unha liña negra.

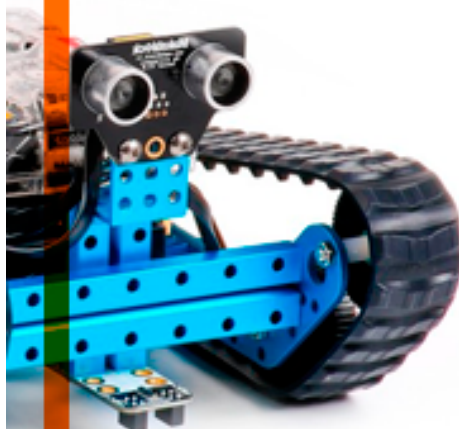


ROBOTICA NA AULA MBOT RANGER

José Pino Vázquez

RETO 5.3

valor 25 puntos



Diseña un programa que permita que o robot siga unha liña negra

por siempre

sigue-líneas

Puerto9



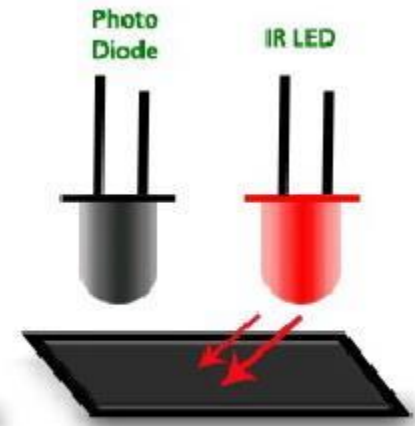
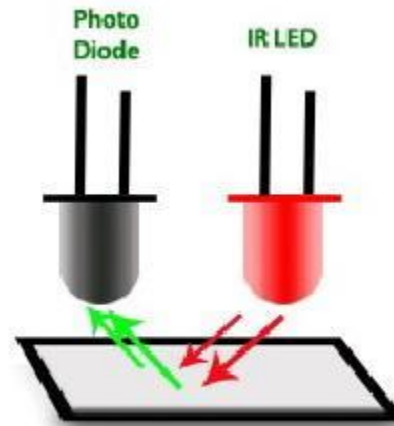
mBot Ranger

CFR Lugo 17/18

jose pino vázquez

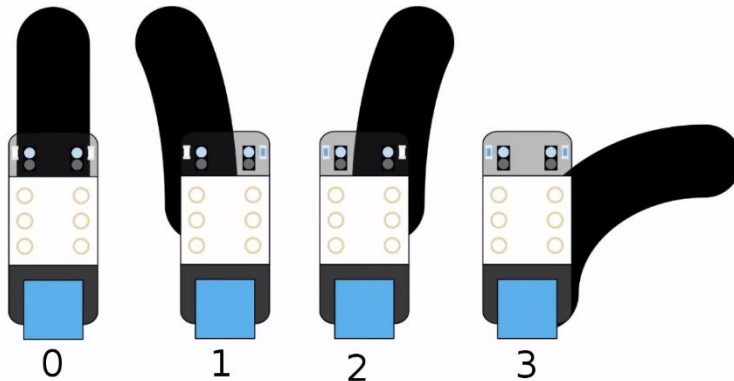
Modo Arduino

INSTRUCCIONES DE R



High Value of reflectance/voltage

Low Value of reflectance/voltage

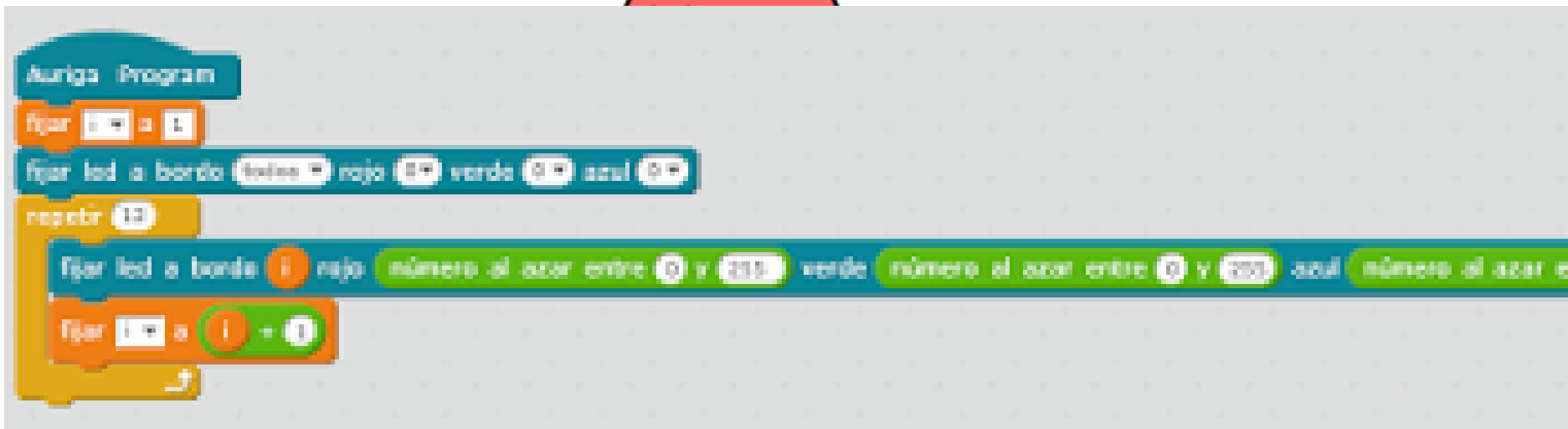


mBot Ranger

CFR Lugo 17/18

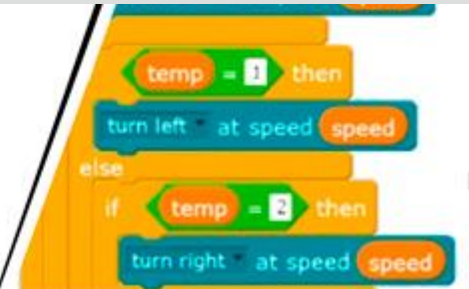
jose pino vázquez

Programación secuencial VS estructurada



Fin Programa

BUCLE PREDEFINIDO

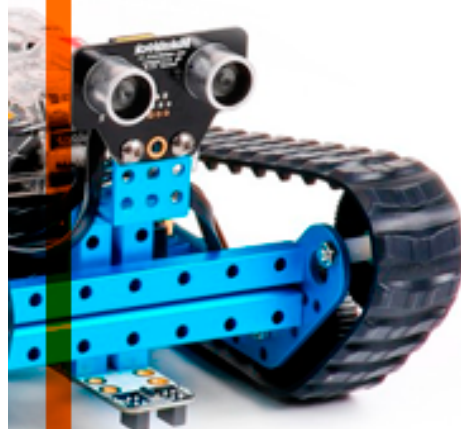


ROBOTICA NA AULA MBOT RANGER

José Pino Vázquez

RETO 5.4

valor 15 puntos

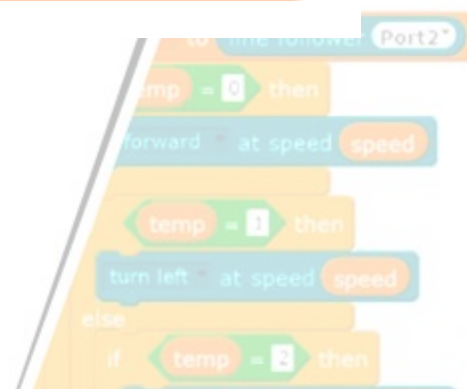


Deseña un programa que permita iluminar os ledes en cor laranxa, usa un bucle para usar o menor número de bloques posible.

repetir 10



fijar led a bordo todos▼ rojo 0▼ verde 0▼ azul 0▼

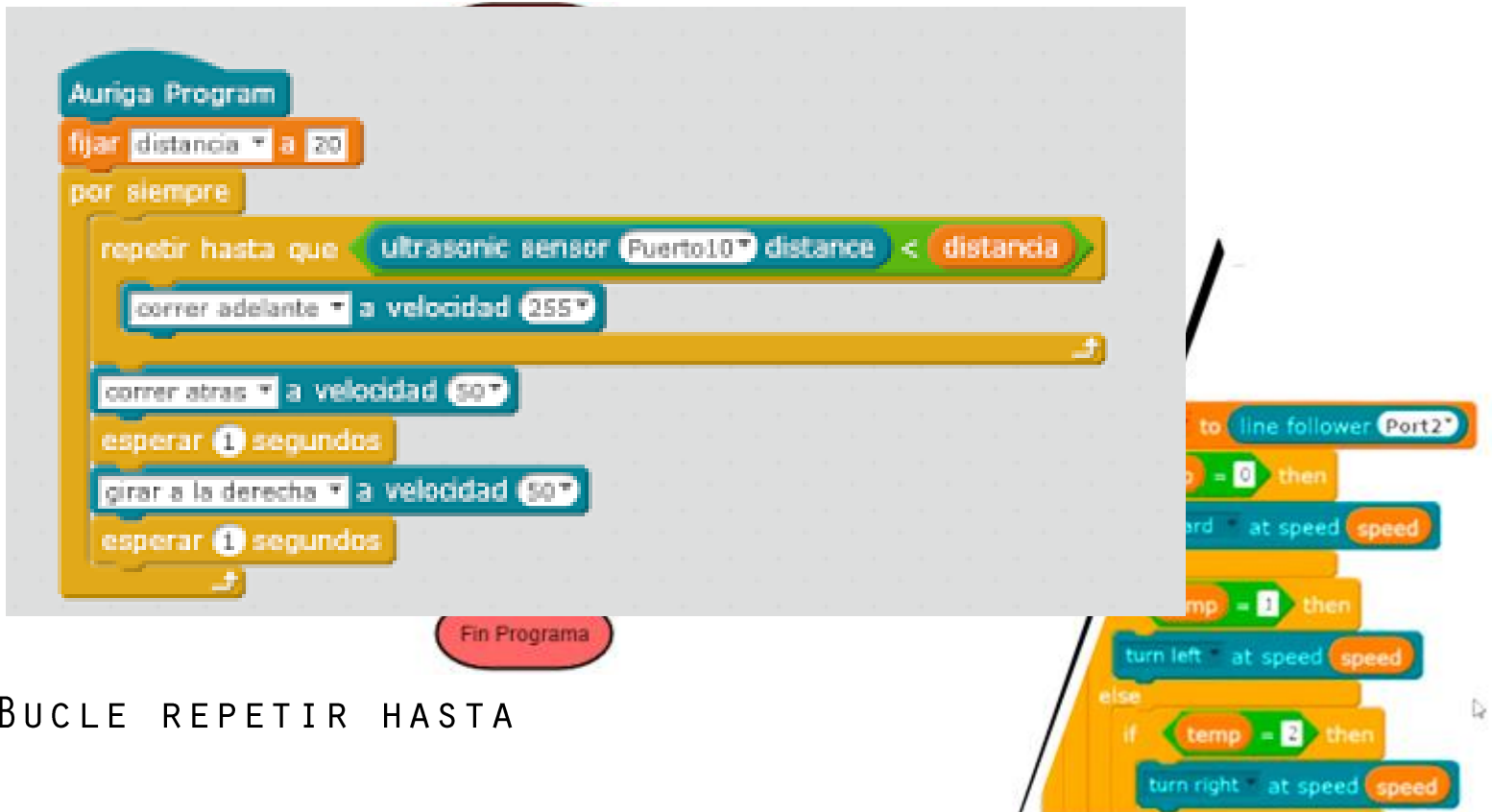


mBot Ranger

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jose pino vázquez

Programación secuencial VS estructurada



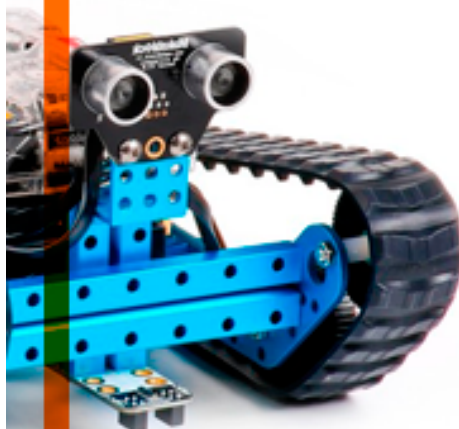
BUCLE REPETIR HASTA

ROBOTICA NA AULA MBOT RANGER

José Pino Vázquez

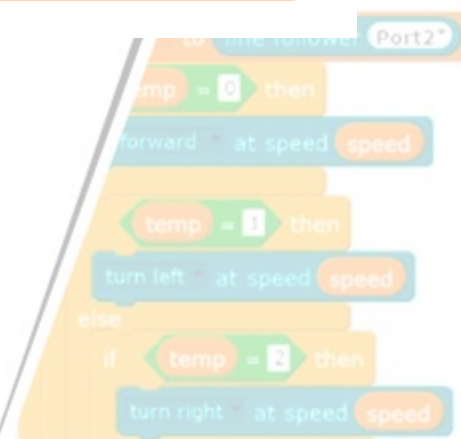
RETO 5.5

valor 35 puntos



Melloremos o reto 4.2 de xeito que cando o robot detecte un total de 3 obstáculos, que se pare totalmente.

repetir hasta que





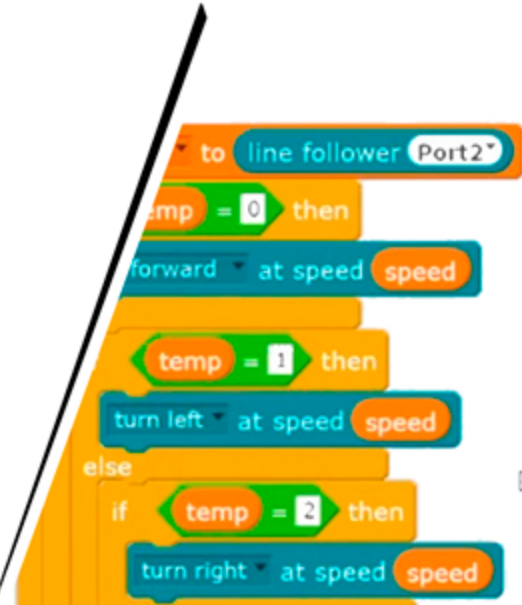
- Blog de referencia
- Componentes
- Montaxe

mBot Ranger

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- Instalación
- Os tres modos de firmware
- Programación secuencial
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mBot Ranger

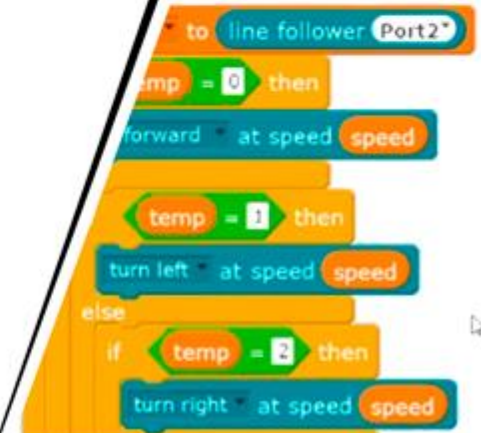
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- Descarga e instalación do programa

- Os tres modos de firmware

- ELECCIÓN DA PLACA
- MODO MÓBIL- ACTUALIZAR FW
- MODO ARDUINO
- MODO LABORATORIO (PREDETERMINADO)



mBot Ranger

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Modo laboratorio



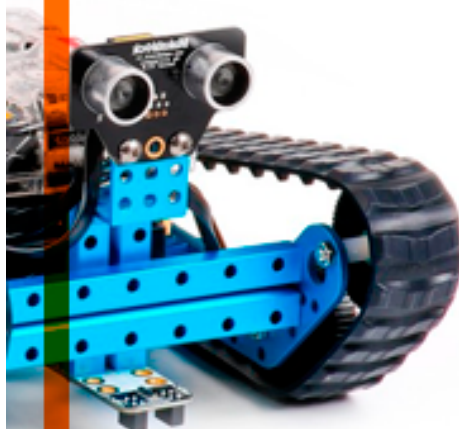
ROBOTICA NA AULA

MBOT RANGER

José Pina Vázquez

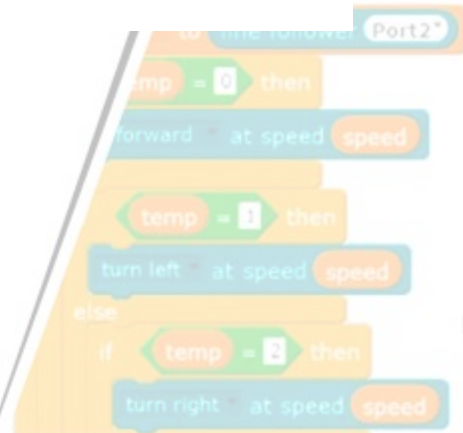
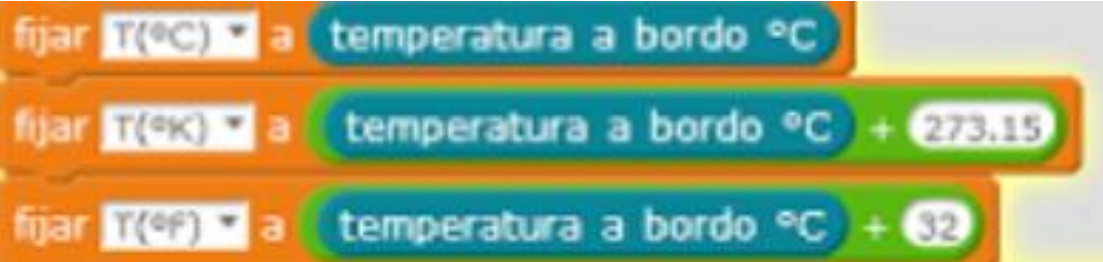
RETO 8.1

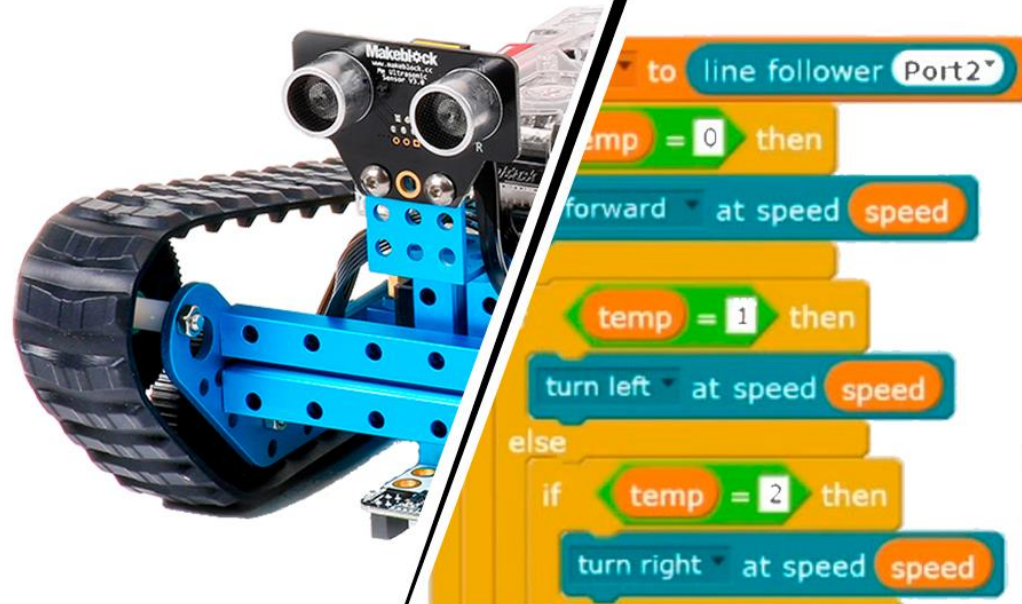
valor 25 puntos



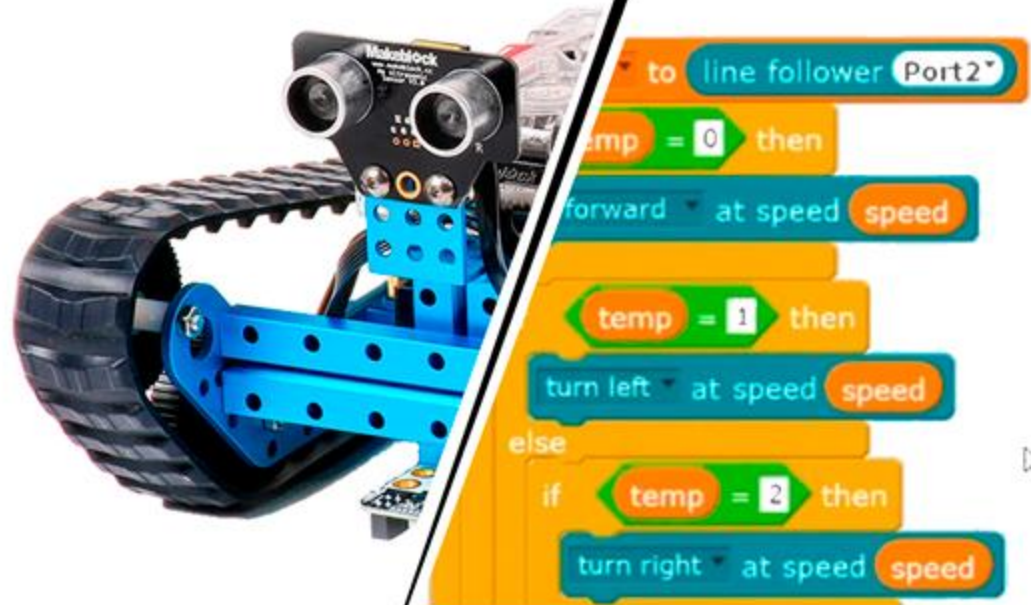
Usando os sensores do robot, coneta este ó mBlock e diseña un programa no que, dado o valor do sensor de temperatura, indique o mesmo valor en grados Centígrados, Kelvin e Celsius

temperatura a bordo °C





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mBot Ranger

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