

Robot Jobs

Lab 2 Images

Suggested Role Responsibilities

Builder

- Launch VEXcode GO and name the project
- Connect the Brain
- Watch how to change the parameter in Play Part 1
- Edit the project in Play Part 2

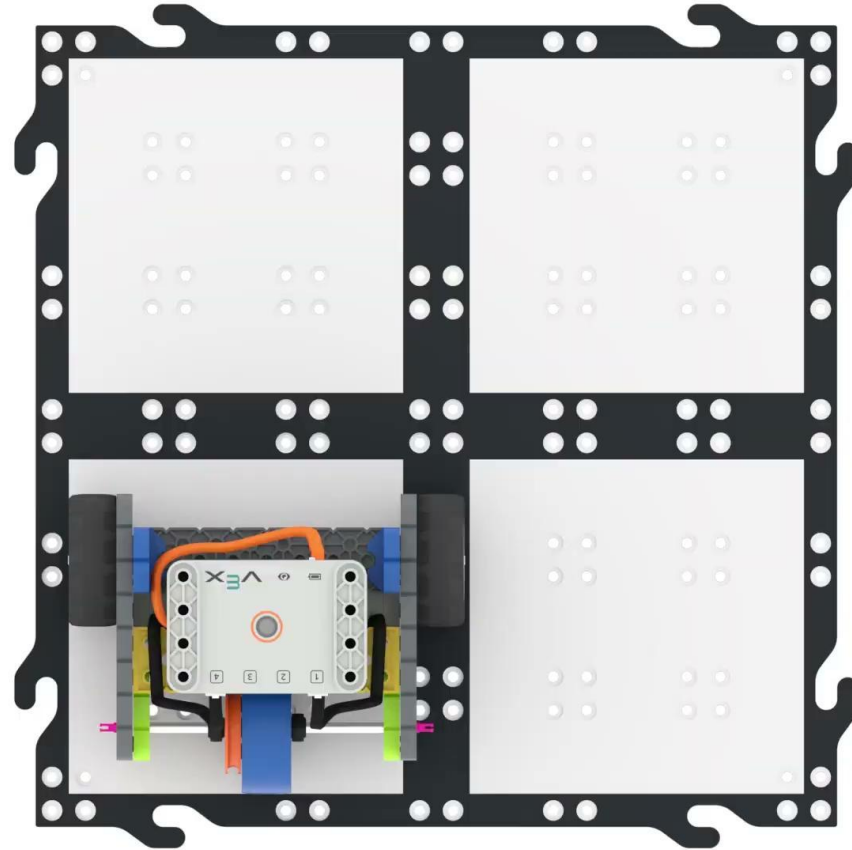
Journalist

- Configure for Code Base
- Build the project in Play Part 1
- Start and Stop the project in VEXcode GO
- Watch how to change the parameter in Play Part 2

Code Base 2.0



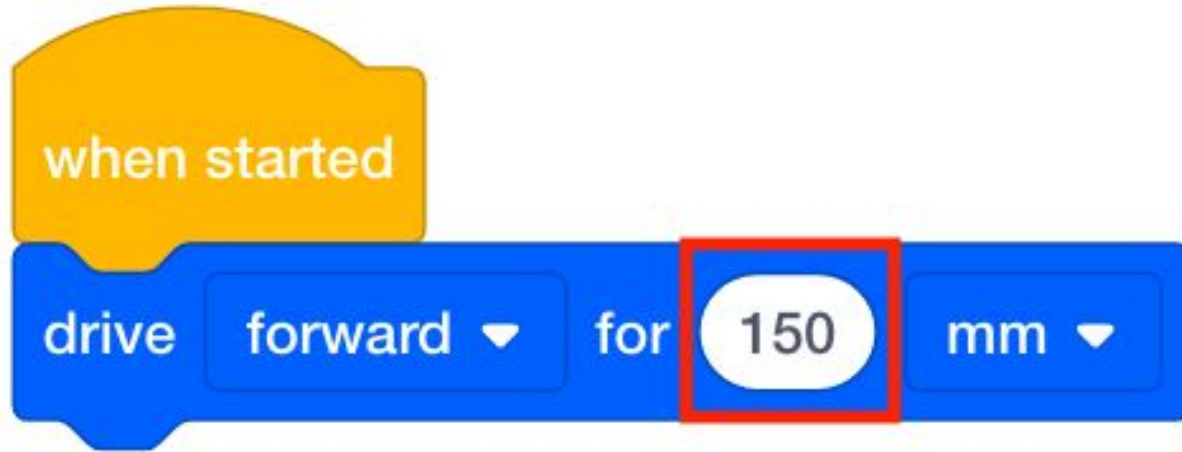
Moving Forward



Add the [Drive for] block

The screenshot displays the VEX GO programming environment. At the top, a blue header bar contains the 'GO' logo, a globe icon, a 'File' menu, a 'TUTORIALS' icon, a 'Forward' button, and a 'Saved' indicator. On the right side of the header, there are control buttons for 'BRAIN', 'START', 'STEP', 'STOP', 'SHARE', and 'FEEDBACK'. Below the header, a light blue bar features a 'Code' tab and three icons: a folder, a sun, and a question mark. The main workspace is a grid with a vertical scrollbar. On the left, a 'Drivetrain' category is expanded, showing three blocks: a 'drive forward' block, a 'drive forward for 100 mm' block, and another 'drive forward for 100 mm' block. On the right, a sequence of blocks is shown: a yellow 'when started' block followed by a blue 'drive forward for 100 mm' block.

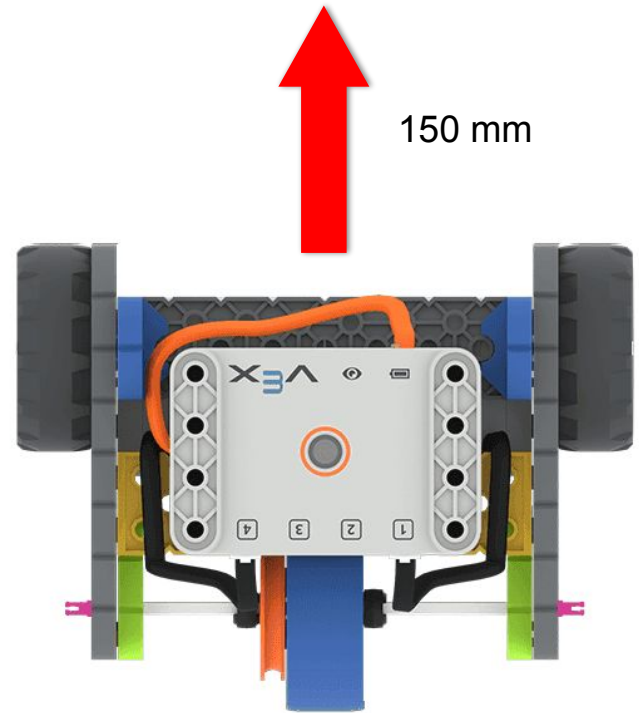
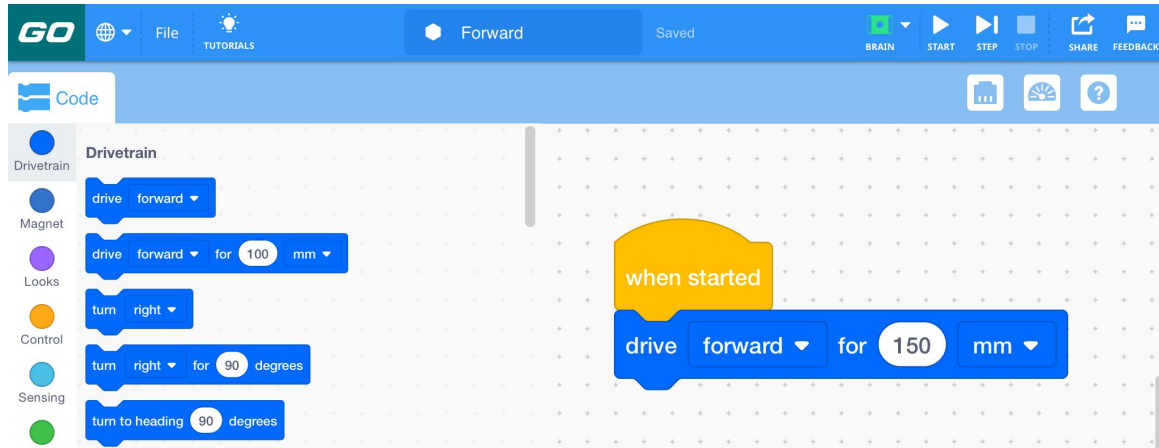
Change the parameter



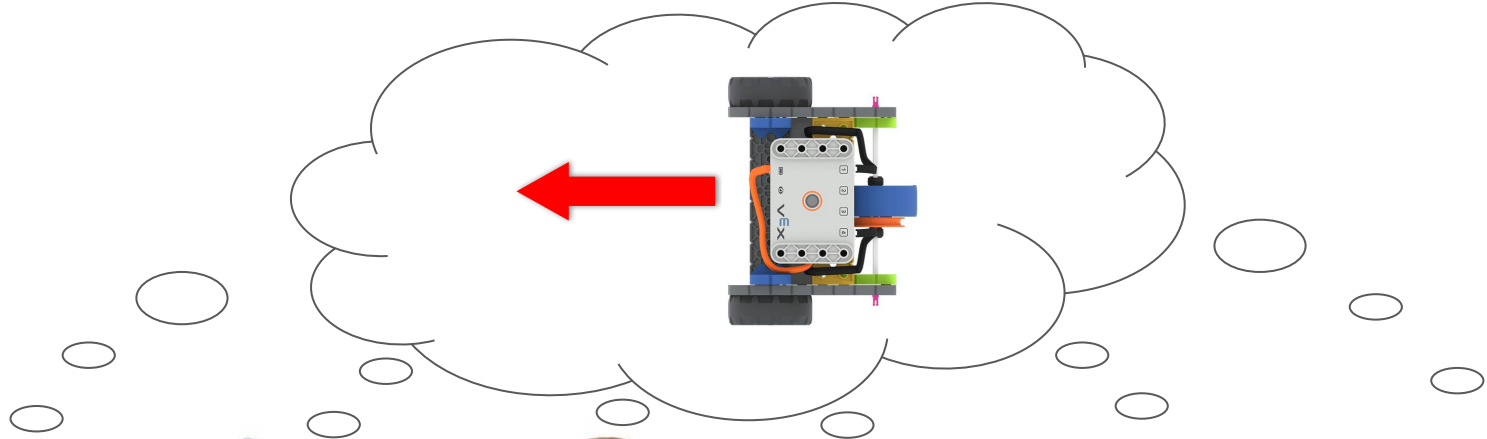
Select the Start button

The screenshot displays the VEX GO software interface. At the top, a blue navigation bar contains the 'GO' logo, a globe icon, a 'File' menu, a 'TUTORIALS' icon, a 'Forward' button, and a 'Saved' indicator. On the right side of this bar are icons for 'BRAIN', 'START' (highlighted with a red box), 'STEP', 'STOP', 'SHARE', and 'FEEDBACK'. Below the navigation bar is a light blue header with a 'Code' tab and three utility icons: a folder, a fan, and a question mark. The main workspace is a grid with a vertical scrollbar on the left. On the left side of the grid is a category menu with colored circles and labels: 'Drivetrain' (blue), 'Magnet' (dark blue), 'Looks' (purple), 'Control' (orange), and 'Sensing' (teal). Under 'Drivetrain', there are five blue blocks: 'drive forward', 'drive forward for 100 mm', 'turn right', 'turn right for 90 degrees', and 'turn to heading 90 degrees'. On the grid, a yellow 'when started' block is connected to a blue 'drive forward for 150 mm' block.

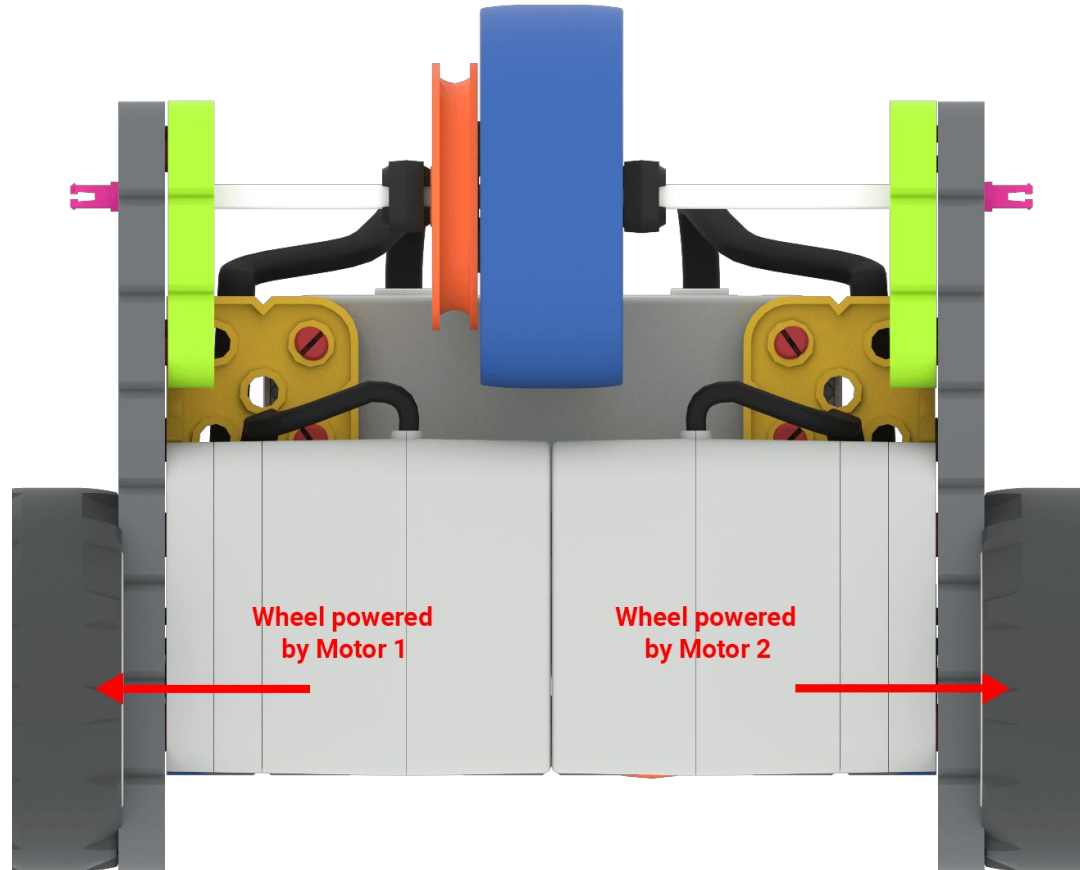
Forward 150mm



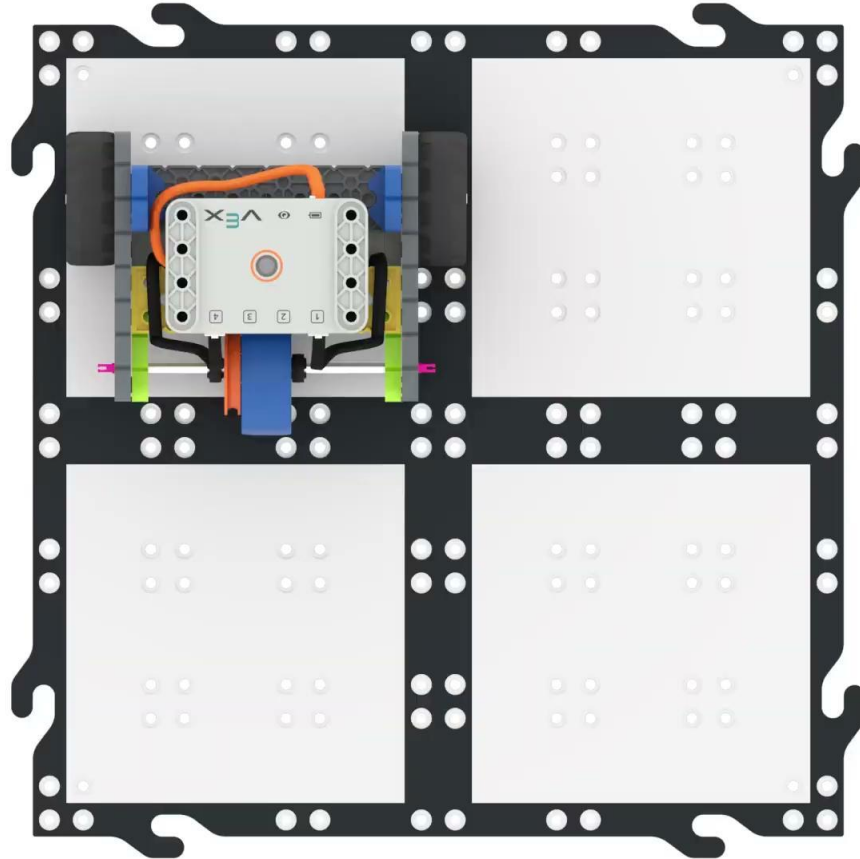
Discuss the Code Base Robot's Movement



Code Base Drivetrain



Moving in Reverse

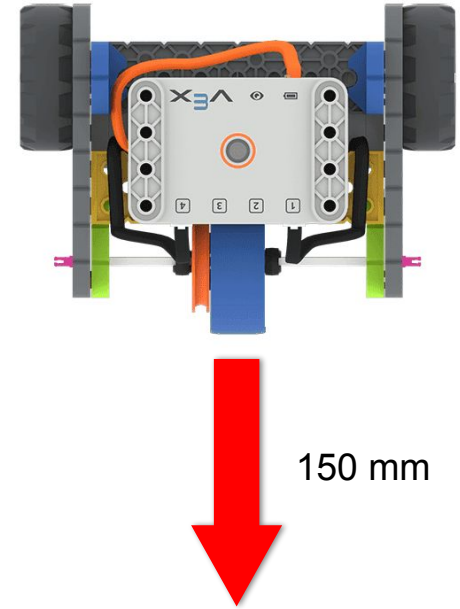


Change the parameter (reverse)



Reverse 150mm

The screenshot shows the VEX GO programming environment. The top bar includes the 'GO' logo, a 'File' menu, 'TUTORIALS', a project name 'Reverse', and a 'Saved' status. On the right, there are control buttons for 'BRAIN', 'START', 'STEP', 'STOP', 'SHARE', and 'FEEDBACK'. Below the top bar is a 'Code' editor with a block palette on the left. The palette has categories: Drivetrain, Magnet, Looks, Control, and Sensors. The Drivetrain category is selected, showing blocks for 'drive forward', 'drive forward for 100 mm', 'turn right', and 'turn right for 90 degrees'. The main workspace contains a sequence of four blocks: a yellow 'when started' block, a blue 'drive forward for 100 mm' block, a blue 'turn right' block, and a blue 'drive reverse for 150 mm' block.



Forward and Reverse

The screenshot displays the VEX GO software interface. At the top, there is a blue navigation bar with the 'GO' logo, a globe icon, a 'File' menu, a 'TUTORIALS' icon, a 'Reverse' button, and a 'Saved' indicator. To the right of this bar are control buttons: 'BRAIN', 'START', 'STEP', 'STOP', 'SHARE', and 'FEEDBACK'. Below the navigation bar is a light blue 'Code' tab. On the left side, a 'Drivetrain' block is visible, containing three blocks: 'drive forward', 'drive forward for 100 mm', and 'turn right'. The main workspace is a grid with a yellow 'when started' block at the top, followed by two blue 'drive' blocks: 'drive forward for 150 mm' and 'drive reverse for 150 mm'.

Discuss the Code Base Robot's Movement

