

# Robot Jobs

Lab 3 Images

# Suggested Role Responsibilities

## Builder

- Check the Code Base is set up
- Connect the Brain and configure for Code Base
- Start and Stop the project in VEXcode GO
- Build the project in Play Part 2

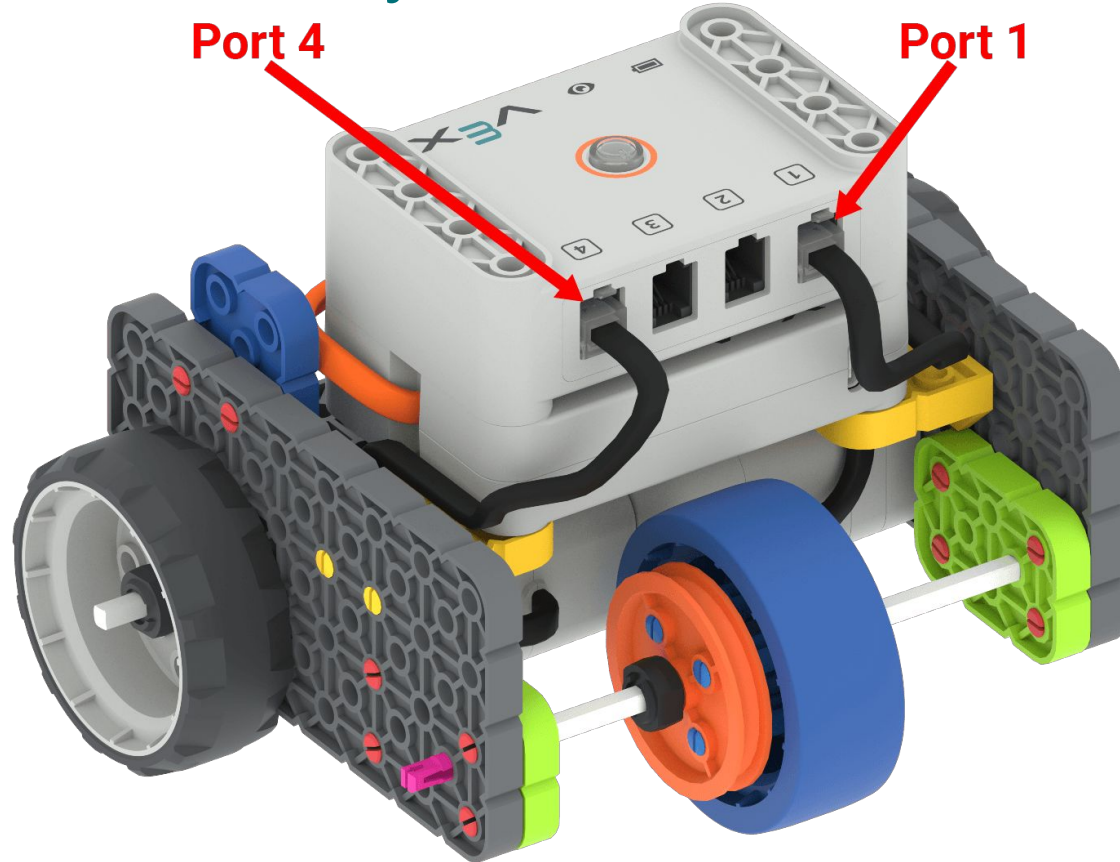
## Journalist

- Launch VEXcode GO and name the project
- Build the project in Play Part 1
- Set up the challenge in Play Part 2
- Help plan the project in Play Part 2

# Code Base 2.0



# Insert Cables Correctly



# Blank VEXcode GO Project

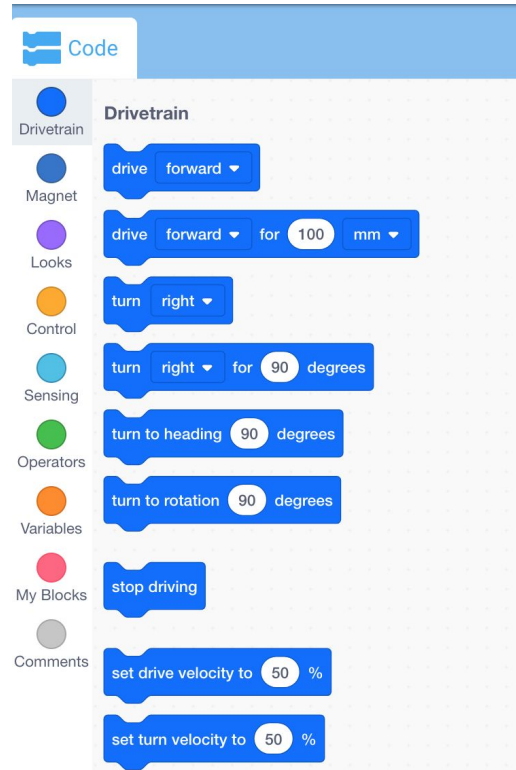
The screenshot displays the VEXcode GO IDE interface. At the top, there is a blue header bar with the 'GO' logo on the left, a globe icon, a 'File' menu, and a 'TUTORIALS' button. In the center of the header, it says 'VEXcode Project' and 'Not Saved'. On the right side of the header, there are several control buttons: 'BRAIN' (with a camera icon), 'START' (with a play icon), 'STEP' (with a play icon), 'STOP' (with a square icon), 'SHARE' (with a share icon), and 'FEEDBACK' (with a speech bubble icon).

Below the header is a light blue bar with a 'Code' button on the left and three utility icons (a folder, a sun, and a question mark) on the right.

The main workspace is a grid with a vertical line separating the block palette on the left from the canvas on the right. The block palette is organized into categories: 'Looks' (purple circle), 'Control' (orange circle), 'Sensing' (blue circle), 'Operators' (green circle), and 'Variables' (orange circle). Under the 'Looks' category, there are four blocks: 'Monitor Looks', 'print Hello', 'set print precision to 0.1', and 'clear all rows'. Under the 'Variables' category, there is one block: 'set cursor to next row'.

On the canvas, a single yellow 'when started' block is placed on the grid.

# Drivetrain Blocks in the Toolbox



# Right Turn Project

**GO** File TUTORIALS Right Turn Saved BRAIN START STEP STOP SHARE FEEDBACK

Code

**Drivetrain**

- drive forward
- drive forward for 100 mm
- turn right
- turn right for 90 degrees

when started

turn right for 90 degrees

# Left Turn Project

GO File TUTORIALS Left Turn Saved BRAIN START STEP STOP SHARE FEEDBACK

Code

Drivetrain

- drive forward
- drive forward for 100 mm
- turn right
- turn right for 90 degrees

when started

turn left for 90 degrees

left

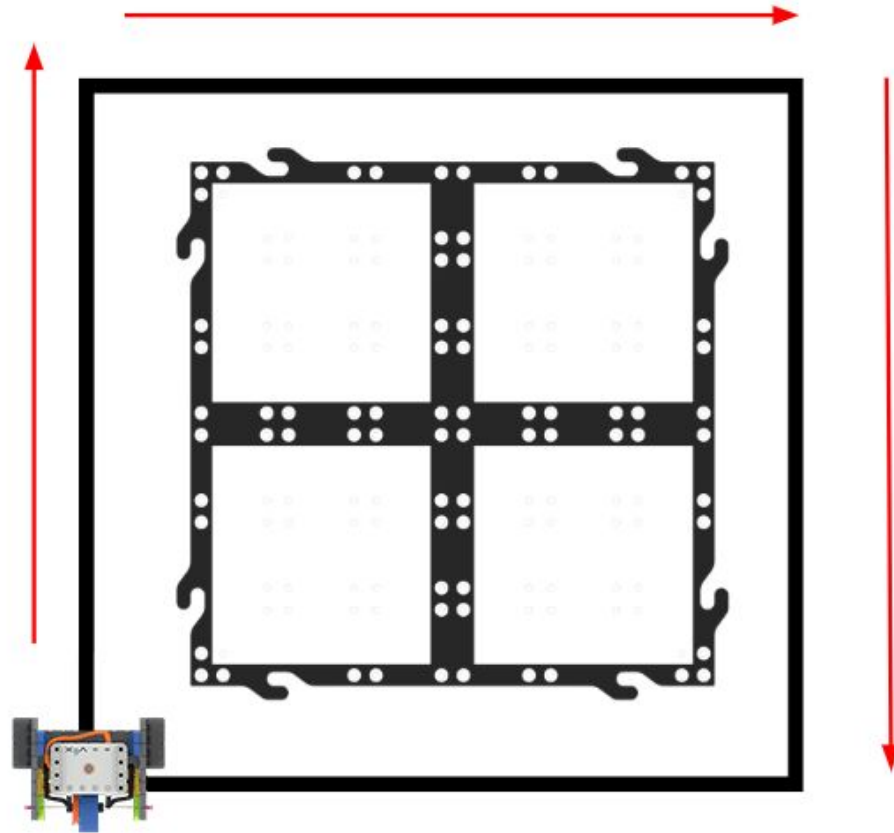
right



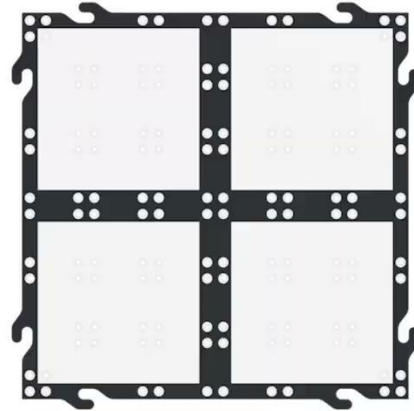
# Group Discussions



# Code Base in the Warehouse Challenge



# Making a square

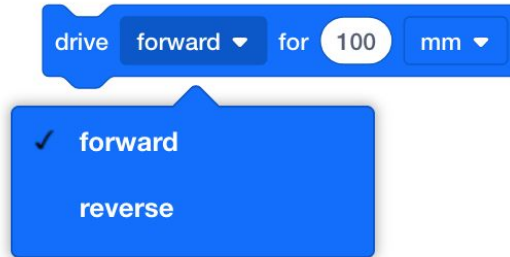


# VEXcode GO Blocks Used

{When started}



[Drive for]



[Turn for]

