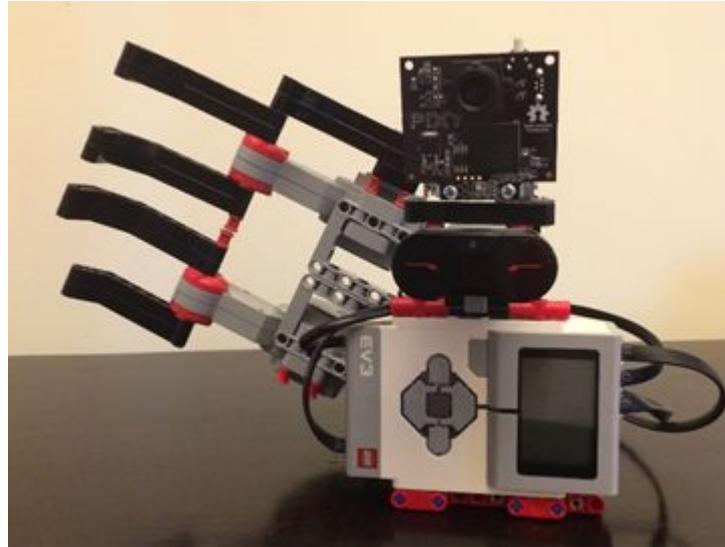
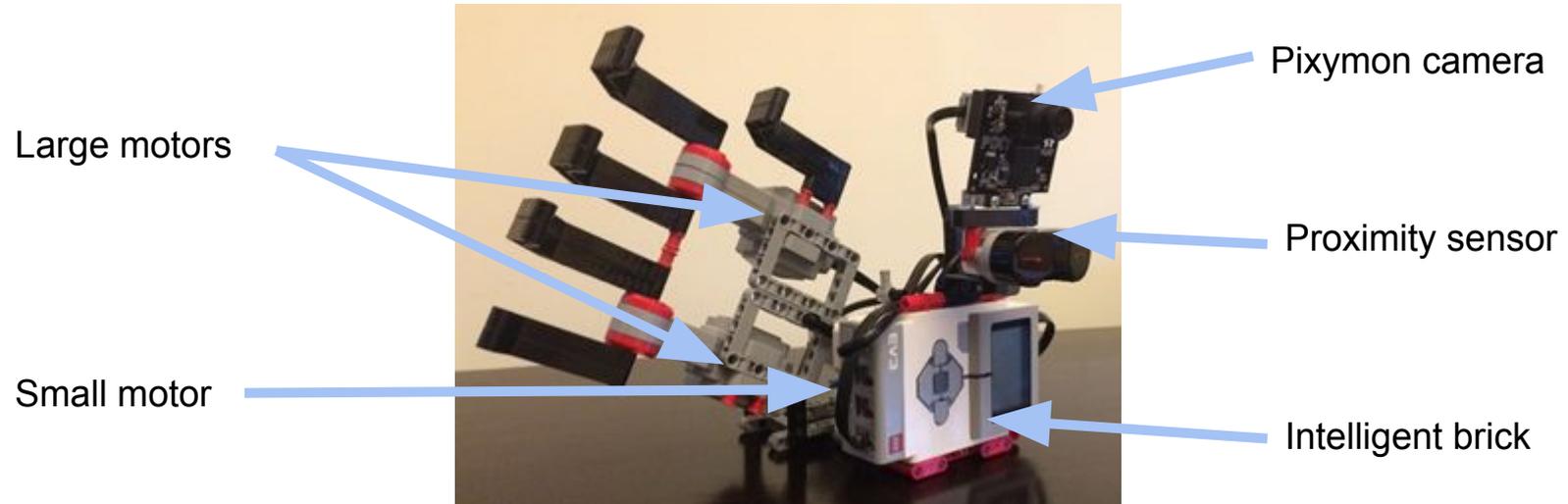


Janken Robot

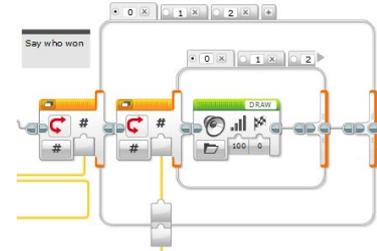
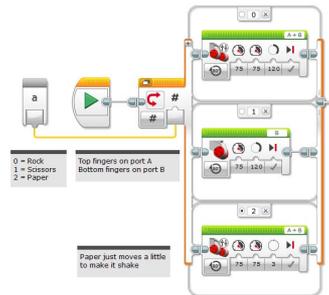
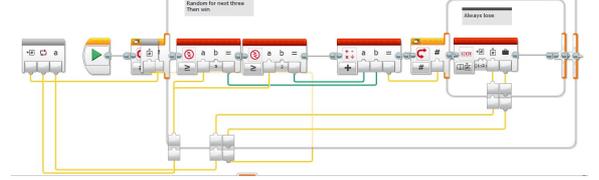
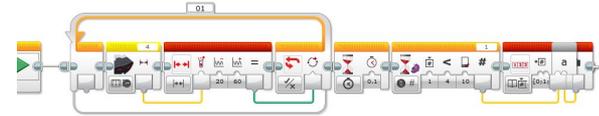
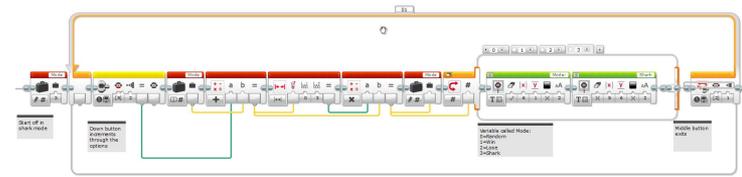
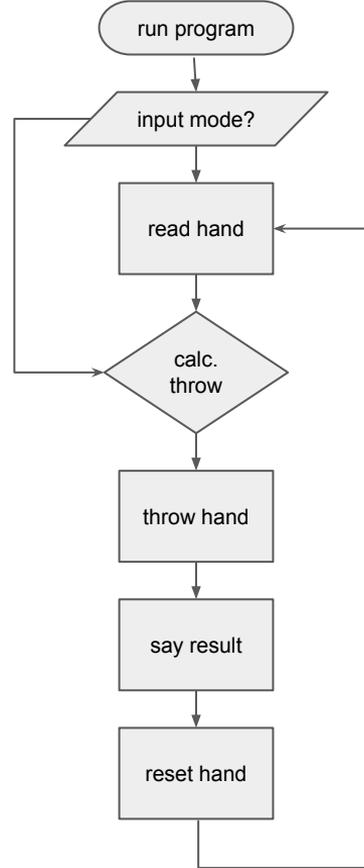
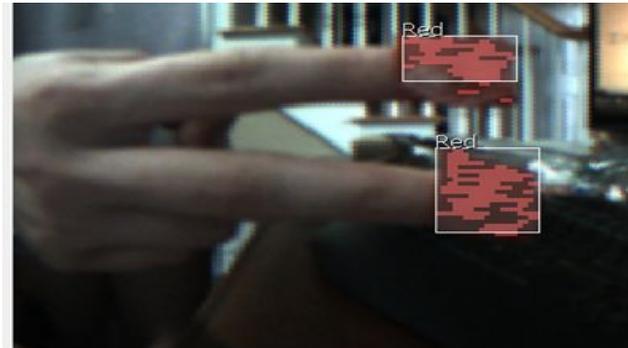
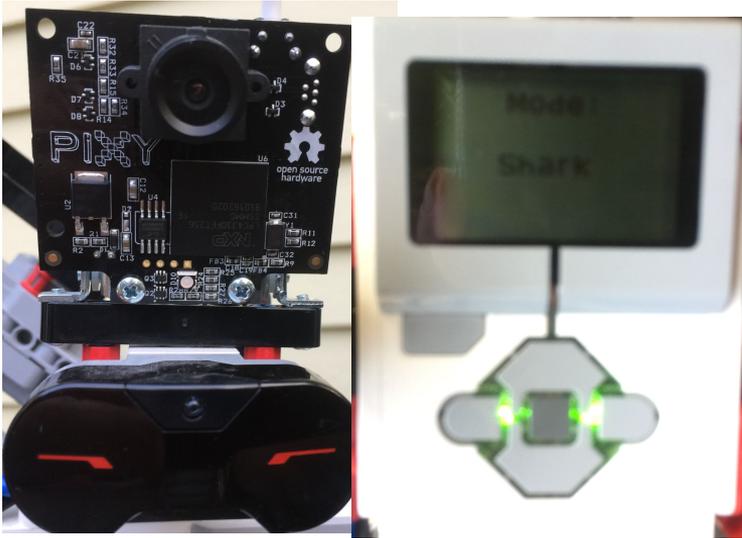


Rebecca Ashmore

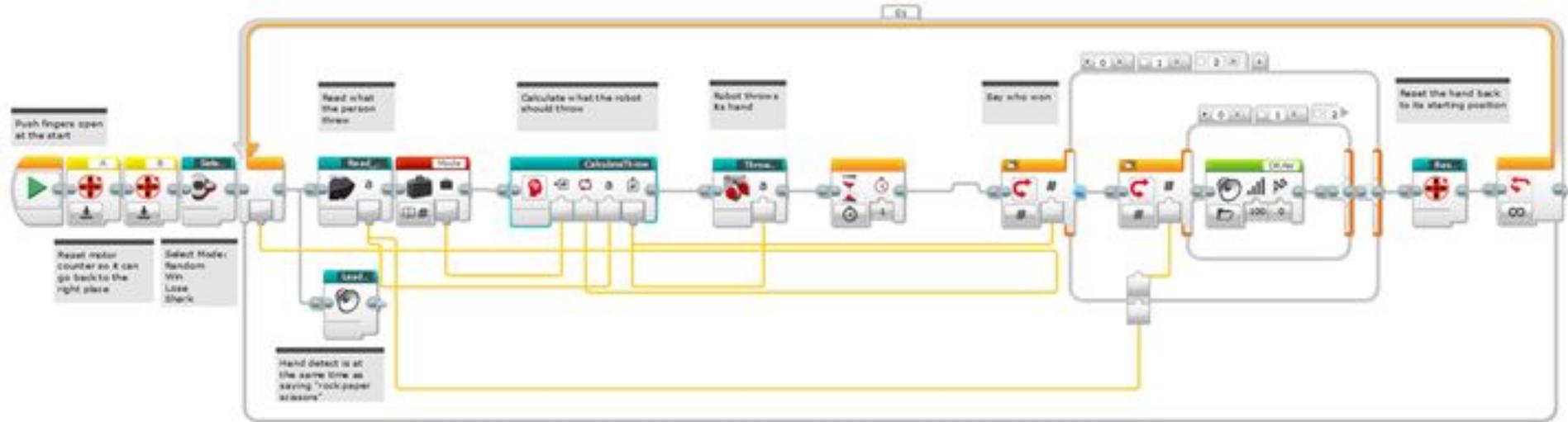
Overview



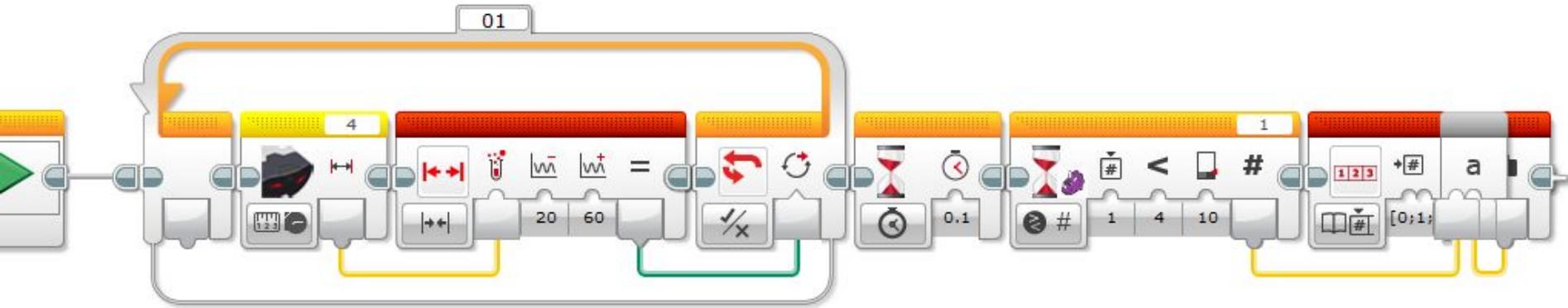
Main program - flowchart



Main program - LabView



Read hand module



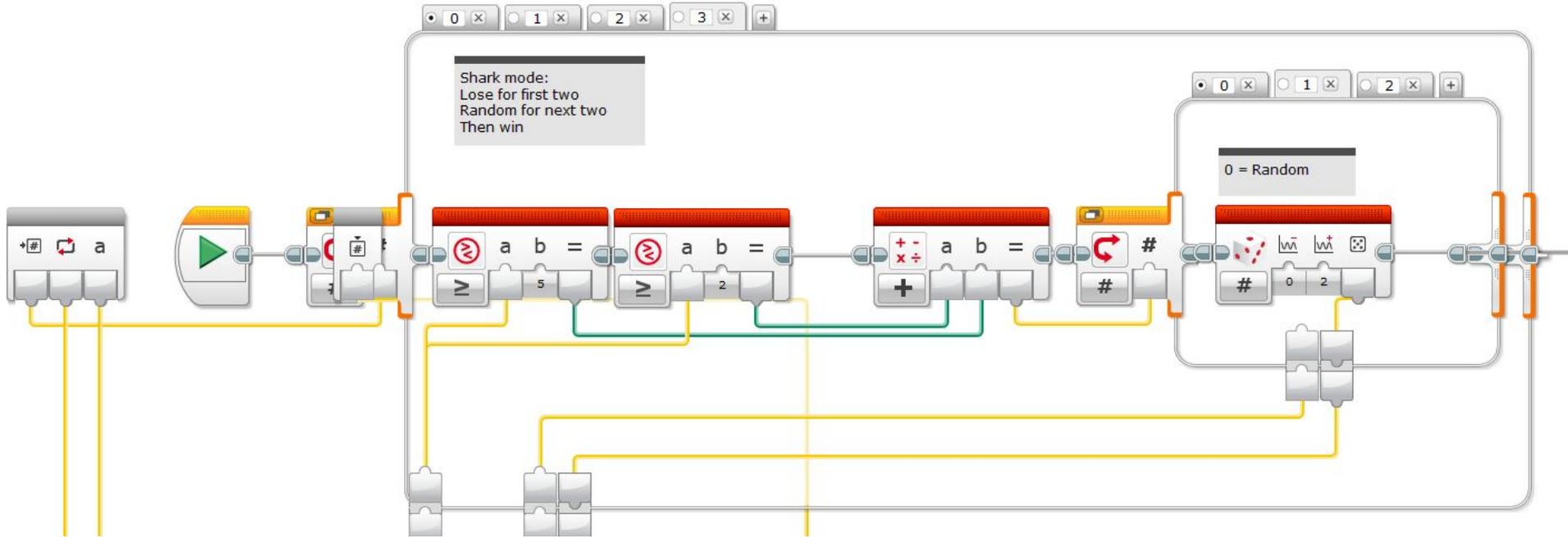
Prox detector on port 4. Pixy camera on port 1.

Loops until the hand is between 6"(20) and 12"(60) from the camera.

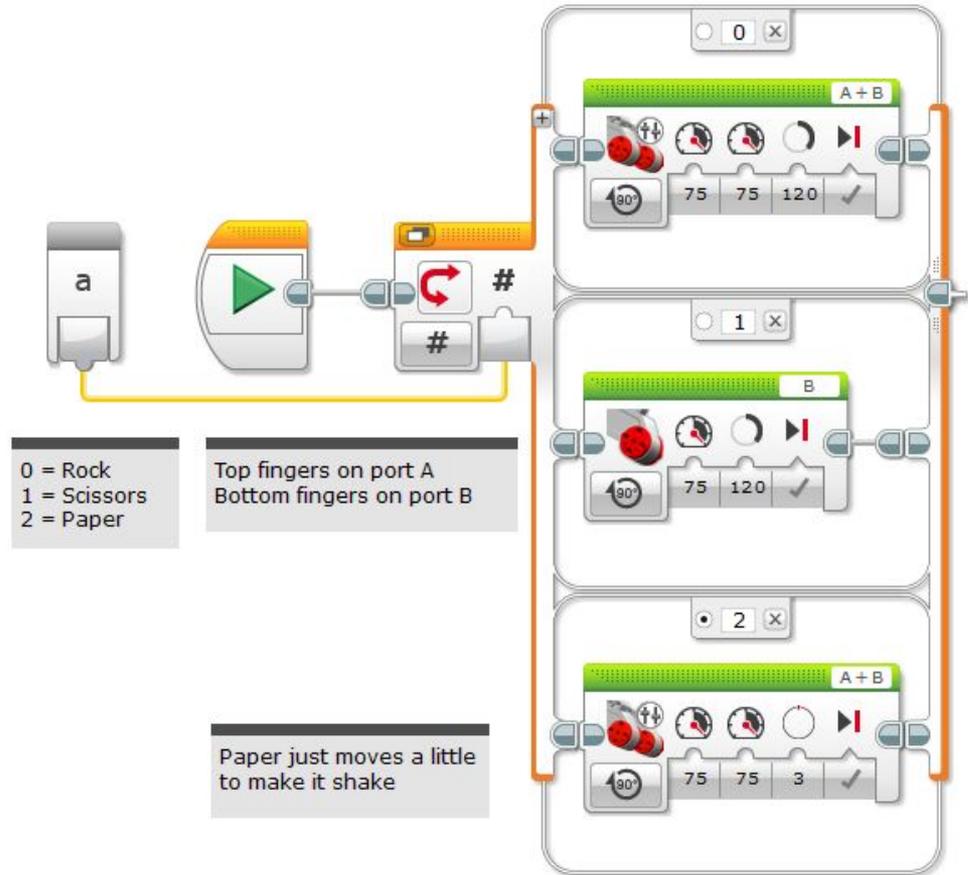
Camera checks for <10 objects, so the array after only allows 10

0 = 0-Rock
1-2 = 1-Scissors
3+ = 2-Paper

Brain module



Throw hand module



RobotC

- RobotC is available on Mindstorms, Vex, Arduino
- Possible to re-write a simple version of this RPS program in RobotC

```
1  #pragma config(Sensor, S1,    pixySensor,    sensorEV3_Color, modeEV3Color_Color)
2  #pragma config(Sensor, S4,    proxySensor,   sensorEV3_IRSensor)
3  #pragma config(Motor,  motorA,    iddleMotor,    tmotorEV3_Large, PIDControl, encoder)
4  #pragma config(Motor,  motorB,    pingMotor,     tmotorEV3_Large, PIDControl, encoder)
5  #pragma config(Motor,  motorC,    wristMotor,    tmotorEV3_Medium, PIDControl, encoder)
6  #pragma config(Motor,  motorD,    ,              tmotorEV3_Large, openLoop)
7  /**!!Code automatically generated by 'ROBOTC' configuration wizard    !!**/
8
9
10 /*-----
11  This program will move your robot forward for 2 seconds. At the end of the program, all motors
12  will shut down automatically and turn off.
13
14          ROBOT CONFIGURATION: LEGO EV3 REM Bot
15
16  MOTORS & SENSORS:
17  [I/O Port]    [Name]                [Type]                [Location]
18  MotorC        leftMotor              LEGO EV3 Motor        Left side motor
19  MotorB        rightMotor             LEGO EV3 Motor        Right side motor (reversed)
20  -----*/
21
22 task main()
23 {
24   moveMotorTarget(wristMotor, 1080, 30); // Move the wrist motor 3 cycles
25   sleep(2000);                          //Wait for 2 seconds before continuing on in the program.
26 }
```

Robot in action

