

Programming Robots

with Westside Boiler Invasion and AndyMark

Parts of Robots

Sensors



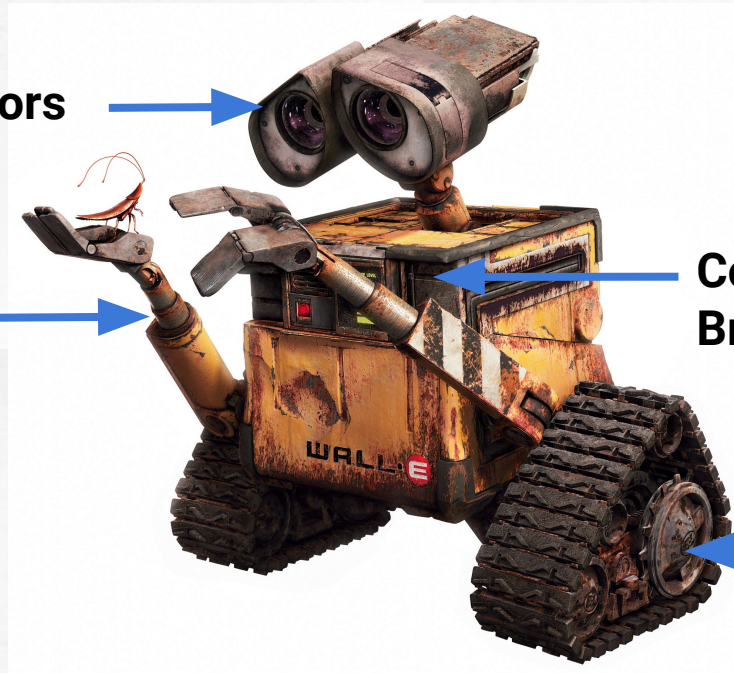
Attachments



**Computer/
Brain**



Movement





Mecanum Wheels



Omni Wheels



Intake Wheels

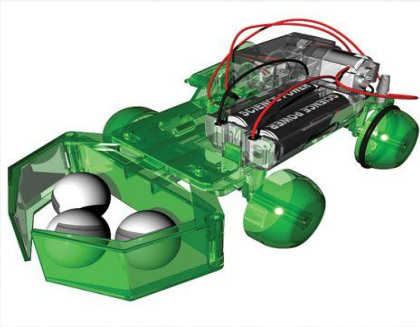


Plaction Wheels



Pneumatic Wheels

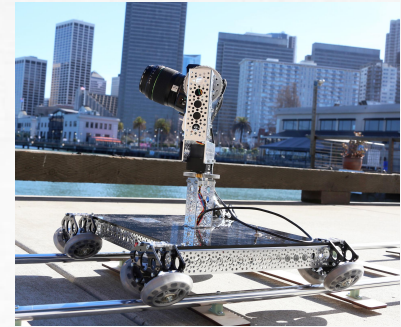
Movement



**Scooper
Robot**



**Shooting
Robot**



**Photography
Robot**



← **Claw
robot**

Attachments



Hearing



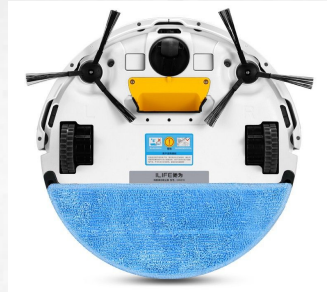
Sight



Touch



Smell



Taste

Sensors

NXT Mindstorm Programming

Tasks

Beginner

- ❑ Go in a circle
- ❑ Go in a square
- ❑ Make a Figure 8

Intermediate

- ❑ Use an ultrasonic sensor to make your robot respond to distance
- ❑ Use a touch sensor to make your robot respond to touch

Hard

- ❑ Go through first Obstacle Course
- ❑ Go through second Obstacle Course