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Exercises to Introduction to Embedded Systems Summer term 2010

Assignment 6

(10 Points)

To be treated in the week starting on Monday, June 14, 2010

This assignment sheet is to be solved during the lab session on June, 18^{th} which takes place in **OH16/U09** at **8:15(!)** or **12:15**, respectively.

6.1 In the disco ... (4 Points)

Extend your robot by an acoustical sensor and a lamp. Create a program to move your robot in forward direction. On the occurrence of a loud noise (like clapping hands), the robot shall take different actions:

- 1. When clapping, the robot shall turn around its vertical axis by an angle of 360°. (*Hint:* Utilize a motor component that takes an angle as its input.)
- 2. While turning, the robot shall play a sound file. On the NXT block, multiple sound files (*.rso) can be found, that can be played back via the built-in speakers.
- 3. While turning, the robot shall make its lamp blink multiple times.
- 4. After this procedure, the robot shall continue on its way.

6.2 ... and on the golf course. (6 Points)

Enable the robot to play with a ball. The test setup looks as follows:

- 1. Place both pedestals in a distance of approximately 60cm and place a red and a blue ball onto both of them.
- 2. The initial placement of the robot shall be in between the two pedestals such that it aims at one of the two balls.

Now create a VI which show the following behavior:

- From its initial position, the robot shall drive in forward direction until it gets so close (*ultra-sonic sensor*) to the ball that its color can be determined with a *light sensor*.
 (*Hint:* Determine the proper sensor-values for this operation in simple experiments.
- 2. From the current position, the following behavior should be shown:
 - If the blue ball has been detected, it shall be hit with the "golf club" attached to the robot.
 - If the red ball has been detected, the robot shall turn around, find the other pedestal and do the same.







General notes:

Dates and additional information can be found at http://ls12-www.cs.tu-dortmund.de/en/teaching/courses/ss10/ies/. The assignments will usually be published **Tuesdays** on a weekly basis and have to be solved until the next **Monday**. Drop your sheets into the mailbox in OH16 right across the secretariat (E22) or send an e-email to your tutor. In the latter case, the submissions must be of either **PDF** or **PS** format. To pass the labs a minimum of 60% of the total points must be achieved.