

Propunere pentru prezentarea de proiect

Traietorii curbe – EV3

The image displays a Scratch-style programming environment for a LEGO Mindstorms EV3 robot. The script on the left is as follows:

- Start:** 'porneste' (start) and 'arata datele senzorului' (show sensor data).
- Variable Declaration:** 'Variabila este folosita inaintea declararii' (variable used before declaration) for 'grad' (angle), set to 0.
- Initialization:** 'seteaza grad la 0' (set angle to 0).
- Main Loop:** 'repetă de 2 ori' (repeat 2 times) loop containing:
 - Loop 1:** 'repetă de 30 ori' (repeat 30 times) loop containing:
 - Forward:** 'actionare motor inainte viteza % 30' (motor forward speed 30%), 'distanța cm 1' (distance 1 cm).
 - Turn Right:** 'intoarce dreapta viteza % 30' (turn right speed 30%), 'grad sin grad + 2' (angle = angle + 2).
 - Loop 2:** 'repetă de 30 ori' (repeat 30 times) loop containing:
 - Forward:** 'actionare motor inainte viteza % 30' (motor forward speed 30%), 'distanța cm 1' (distance 1 cm).
 - Turn Left:** 'intoarce stanga viteza % 30' (turn left speed 30%), 'grad sin grad + 2' (angle = angle + 2).

The simulation window on the right shows a green field with a yellow robot icon. A coordinate system is overlaid with axes from 0 to 60. A 'SIM' button is located between the script and the simulation.