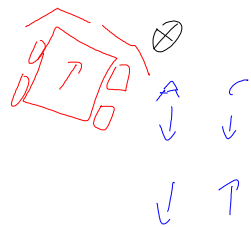


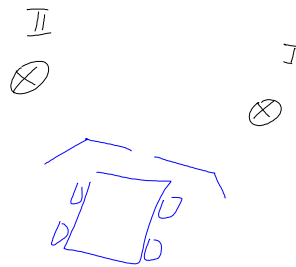
Behaviors : move forward
Set power
Set direction
-turn motor on

Task



Event = hit an obstacle
→ touch 3 is pressed
back up
turn a bit (turn left)
resume to forward

Problem



Reactive Behavior



Adaptive Behavior

⇒ after a couple of failures ⇒ behavior changes

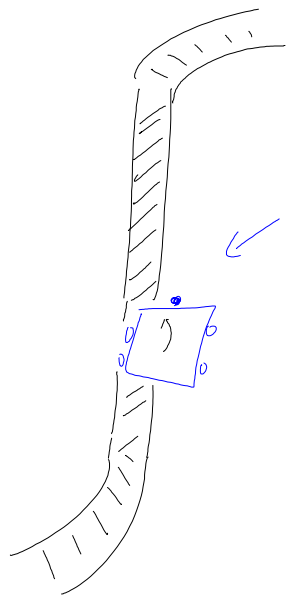
Monitor Progress

→ Success & Failure

e.g. timer that is reset everytime a bumper is hit.

I is hit
robot turns left
hits II,
turns right,
.....

Follow a line



Problem: We don't know which side to turn

light sensor

Solution → 2 light sensors

if bright then turn/drift
slow left wheel

if dark then
slow right wheel



WARE House

Adrianna

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