

Cheer MiRo up!

This program lets you determine MiRo's moods.

```
Program Start
repeat while true
do
  if in list Body Touch sensors find first occurrence of item true = 0
  do set body_touch to false
  else set body_touch to true
  if in list Head Touch Sensors find first occurrence of item true = 0
  do set head_touch to false
  else set head_touch to true
  if head_touch and body_touch
  do super_happy
  else if head_touch and not body_touch
  do happy
  else if not head_touch and body_touch
  do neutral
  else sad
```

```
? to super_happy
Run code print "super happy"
Wag Tail Fastest for 1 Seconds
Droop Tail Up
Change All LED on Both side to Bright
Move Both Eyelid(s) to Closed
Move Both Ear(s) to face Forwards
Raise/Lower Head Raise
Look Up/Down Up
Wait for 1 Seconds
Run code print "not super happy anymore"
```

```
? to happy
Run code print "happy"
Wag Tail Fast for 1 Seconds
Droop Tail Up
Change All LED on Both side to Bright
Move Both Eyelid(s) to Closed
Move Both Ear(s) to face Forwards
Raise/Lower Head Raise
Look Up/Down Middle
Wait for 1 Seconds
Run code print "not happy anymore"
```

```
? to neutral
Run code print "neutral"
Wag Tail Slow for 1 Seconds
Droop Tail Up
Change All LED on Both side to Bright
Move Both Eyelid(s) to Open
Move Both Ear(s) to face Outwards
Raise/Lower Head Middle
Look Up/Down Middle
Wait for 1 Seconds
Run code print "not neutral anymore"
```

```
? to sad
Run code print "sad"
Droop Tail Down
Change All LED on Both side to Bright
Move Both Eyelid(s) to Open
Move Both Ear(s) to face Outwards
Raise/Lower Head Lower
Look Up/Down Down
Wait for 1 Seconds
Run code print "not sad anymore"
```

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BEST WAY TO DEMONSTRATE

Simulator: *Effective*

Robot: *Very effective*


SENSORS & OUTPUTS USED

Head and body touch sensors, LEDs and user script log

DESCRIPTION

This demonstration program gives MiRo some emotions! It correlates caring head and body touches with happiness levels ranging from sad to very happy. Each emotion is shown using MiRo's head movements, lights, ears and eyes.

EXTENSIONS

-  Try and create more emotions or adjust the emotions we have provided.