Watch the Edge!

This program directs MiRo to use cliff sensors and avoid the edges on the table.

```
Program Start
Periodic Control Loop
    set left_cliff ▼ to Left ▼ Cliff Sensor
    set right_cliff v to Right v Cliff Sensor
    🔯 if
                                                    = v ( true v
                 left_cliff ▼ and ▼ right_cliff ▼
           Start Moving Backwards v Fast v
           Wait for 1 Seconds
           Stop Moving
           set random v to random integer from 1 to 2
           🔯 if
                     random v = v 1
                 Start Turning Left Fast
                 Start Turning Right V Fast V
           Wait for [2]
           Stop Turning
                                                          = ▼ () true ▼
                   left_cliff ▼
                              and ▼
                                             right_cliff v
           Start Moving Backwards ▼ Fast ▼
           Wait for 1 Seconds
           Stop Moving
           Start Turning Right ▼ Fast ▼
           Wait for [2]
           Stop Turning
     else if
                                                          = v ( true v
                          left cliff v and v right cliff v
           Stop Moving
           Start Moving Backwards V Fast V
           Wait for 11 Seconds
           Stop Moving
           Start Turning Left V Fast V
           Wait for [2] Seconds
           Stop Turning
           Start Moving Forwards
                                   Fastest v
```

Watch the Edge!

This program directs MiRo to use cliff sensors and avoid the edges on the table.

BEST WAY TO DEMONSTRATE

Simulator: Very effective Robot: Effective

SENSORS & OUTPUTS USED

Cliff sensors

DESCRIPTION

This demonstration program moves MiRo around and uses the cliff sensors to detect if near to a table edge. MiRo will then move away from the edge and change direction to try and follow around the tables avoiding all the edges.

EXTENSIONS

- Y Enhance the program and try and get MiRo to follow around the whole area, past all the obstacles.
- Y Add sound and light alerts when near an edge.