

# Code Base

Lab 4

# Baue den VEX GO Code Base Roboter mit Eye Forward

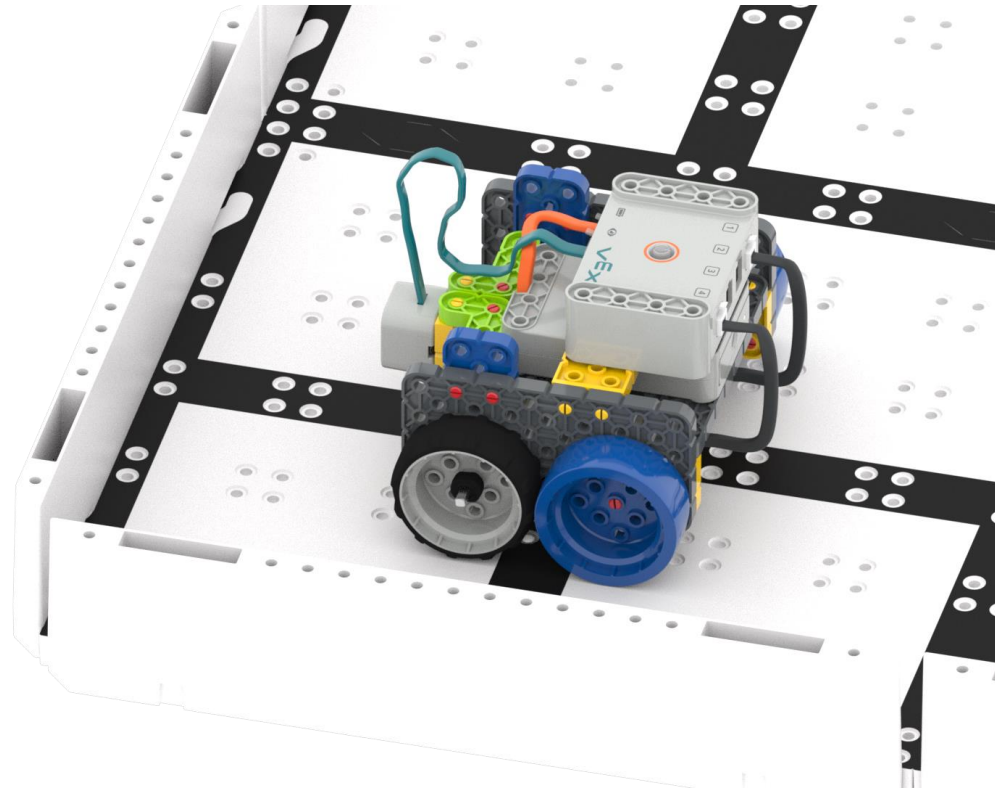


Anleitungen: [Code Base](#) + [Code Base Eye Forward](#)

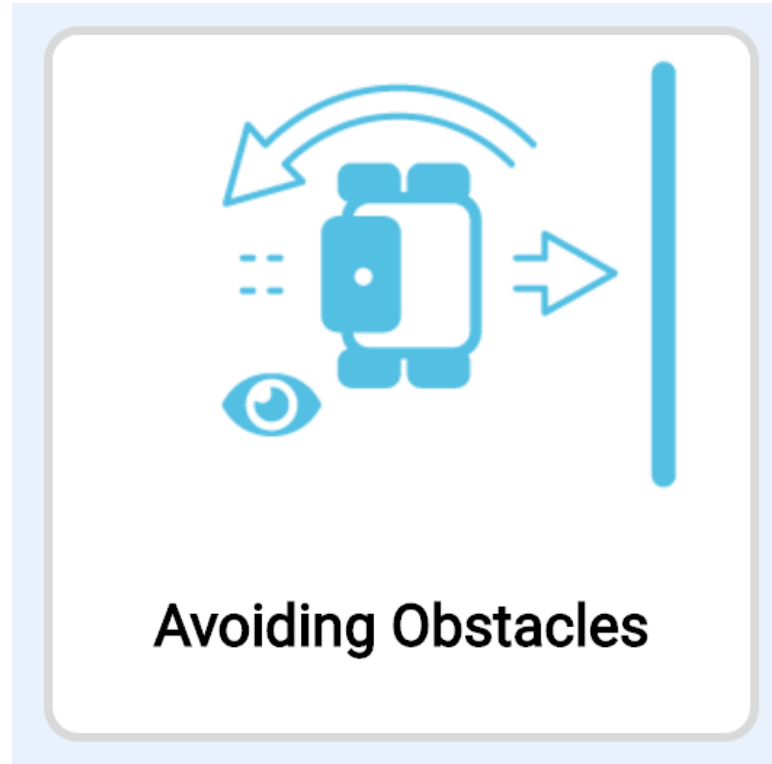
# Code Base - Eye Forward



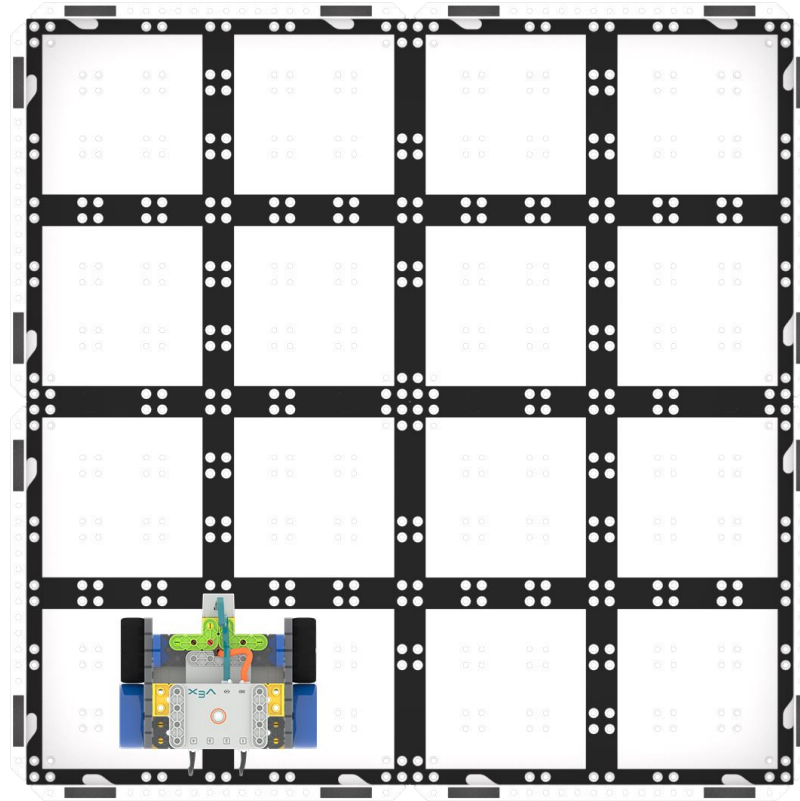
# Code Base- Hindernisse erkennen



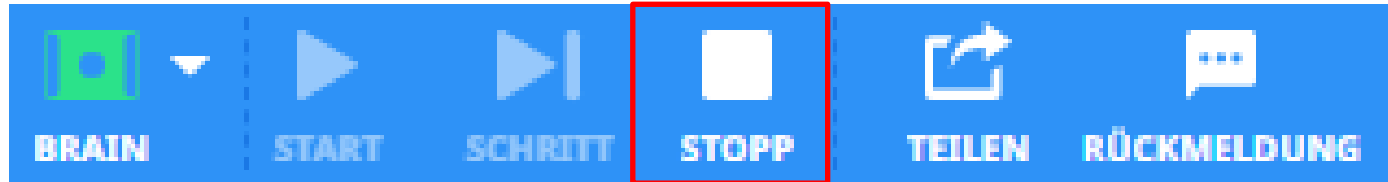
# Öffne Beispiel: *Avoid Obstacles*



# Code Base auf dem Spielfeld



# Project stoppen



# Monitor

The screenshot shows the VEX GO Monitor interface. At the top, there is a blue navigation bar with icons for BRAIN, START, SCHRITT, STOPP, TEILEN, and RÜCKMELDUNG. Below this is a dark blue header with the word "Monitor" and icons for a list, a fan, a question mark, and a right arrow. The main content area is divided into two sections: "Sensoren" (Sensors) and "Variablen" (Variables). The "Sensoren" section contains a table with one row: "Eye-Sensor hat ein Objekt gefunden?" with the value "falsch". The "Variablen" section is currently empty. At the bottom right, there is a button labeled "LISTEN HINZUFÜGEN".

Sensoren	
Eye-Sensor hat ein Objekt gefunden?	falsch

Variablen	

LISTEN HINZUFÜGEN



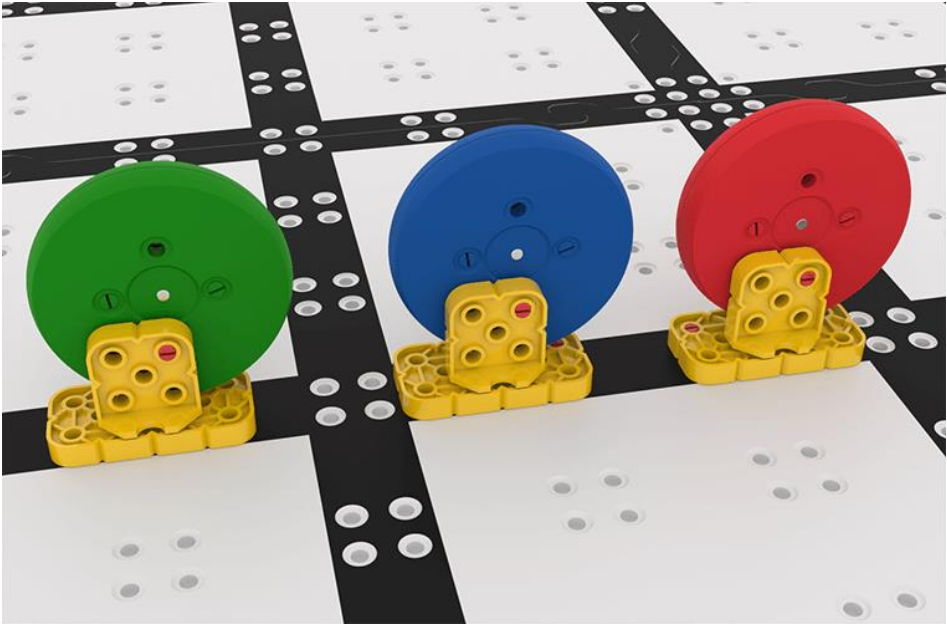
# Color Disk Labyrinth - Aufgabe



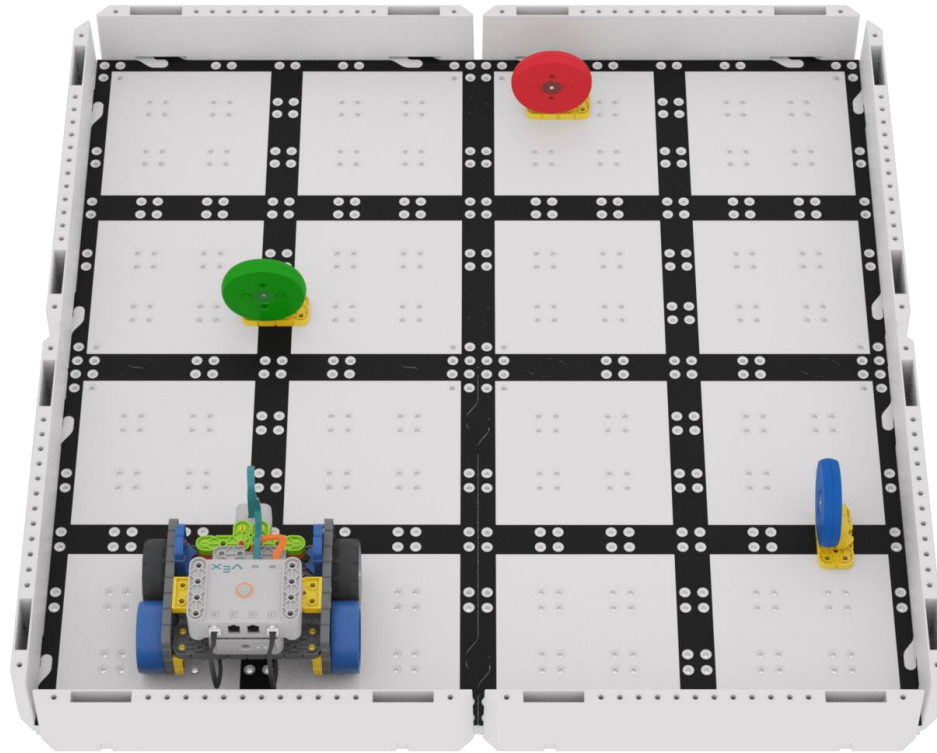
# Color Disk Maze: Erkenne Grün und Blau



# Disk Aufbauten



# Color Disk Labyrinth



# Color Disk Labyrinth: Füge Rot hinzu



# Der Eye Sensor erkennt Farben

