

# Naturwissenschaftliche Technik

Lab 5

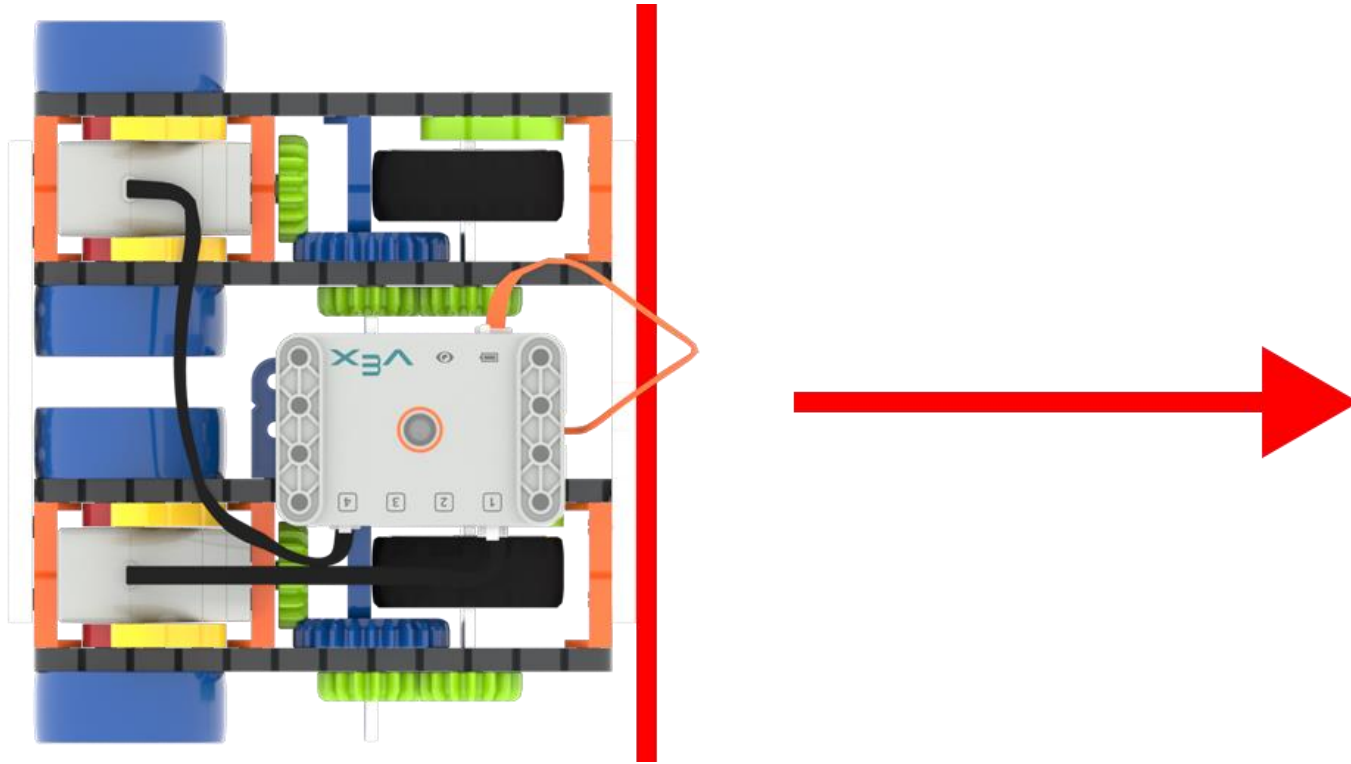
# Baue das Code Super Car Build



siehe Bauanleitungen: Code Super Car\*

\*(zwei VEX GO Kits erforderlich)

# Teste das Code Super Car



# Gib deinem Programm einen Namen



# Brain Verbindung

The image shows the top navigation bar of the VEX GO software. On the left, there is the 'GO' logo, a globe icon, and a 'File' menu. In the center, there is a 'Drive' button and a 'Saved' status indicator. On the right, there is a 'BRAIN' menu item highlighted with a red box, followed by 'START', 'STEP', 'STOP', 'SHARE', and 'FEEDBACK' buttons. Below the main bar, there are 'Code' and 'Drive' tabs, and three icons: a storage icon, a fan icon, and a help icon.

# Super Car Konfigurationen

The screenshot displays the VEXcode GO software interface. The top navigation bar includes the 'GO' logo, a globe icon, a 'File' menu, 'TUTORIALS' and 'BUILDS' buttons, a 'VEXcode Project' title, a 'Saved' status indicator, and control buttons for 'BRAIN', 'START', 'STEP', 'STOP', 'SHARE', and 'FEEDBACK'. Below the navigation bar, there are tabs for 'Code' and 'Drive'. The main workspace is a grid where a code sequence is being built. The sequence starts with a yellow 'when started' block, followed by a purple 'print Hello' block, a purple 'set print precision to 0.1' block, a purple 'clear all rows' block, a purple 'set cursor to next row' block, and a purple 'set print color black' block. Below these are orange 'wait 1 seconds' and 'repeat 10' blocks. On the right side, a 'Devices' panel is open, showing a '+ Add a device' button and the text 'Select a device'. Three device options are presented: 'CODE BASE', 'ROBOT ARM', and 'SUPER CAR'. The 'SUPER CAR' option is highlighted with a red rectangular border. At the bottom of the panel are 'CANCEL' and 'DONE' buttons.

# Ziehe ein [Drive for] Block in dein Projekt

The screenshot displays the VEX GO software interface. At the top, there is a blue header bar with the 'GO' logo on the left, a 'File' menu, and icons for 'TUTORIALS' and 'BUILDS'. The project name 'Drive' is centered in the header, with a 'Saved' indicator to its right. On the far right of the header are control buttons: 'BRAIN' (a green square), 'START' (a play button), 'STEP' (a play button with a vertical line), 'STOP' (a square button), 'SHARE' (a share icon), and 'FEEDBACK' (a speech bubble icon).

Below the header is a secondary bar with 'Code' and 'Drive' tabs. The 'Drive' tab is active, showing a grid of block-based programming blocks. On the left side, there is a vertical sidebar with category icons and labels: 'Drivetrain' (blue circle), 'Magnet' (dark blue circle), 'Looks' (purple circle), 'Control' (orange circle), 'Sensing' (light blue circle), 'Operators' (green circle), and 'Variables' (orange circle).

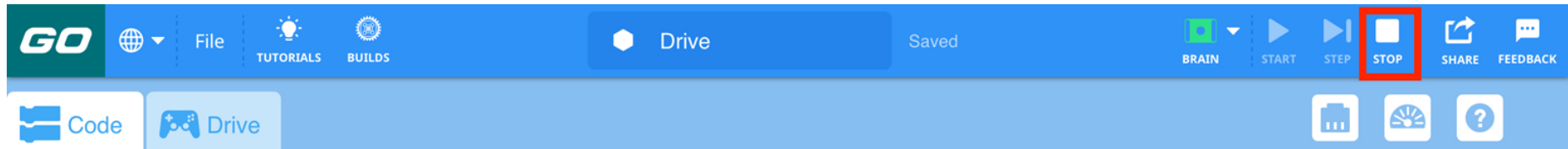
The main workspace contains a program starting with a yellow 'when started' block, followed by a blue 'drive forward for 100 mm' block. The 'Drivetrain' category in the sidebar is expanded, showing several 'drive' blocks: 'drive forward', 'drive forward for 100 mm', 'turn right', 'turn right for 90 degrees', 'turn to heading 90 degrees', and 'turn to rotation 90 degrees'.

# Wähle den Start Knopf

The screenshot displays the VEX GO software interface. At the top, a blue header bar contains the 'GO' logo, a globe icon, a 'File' menu, 'TUTORIALS' and 'BUILDS' buttons, a 'Drive' button, and a 'Saved' status indicator. On the right side of the header, there are several control buttons: 'BRAIN' (with a green square icon), 'START' (with a play button icon and highlighted by a red rectangle), 'STEP' (with a right arrow icon), 'STOP' (with a square icon), 'SHARE' (with a share icon), and 'FEEDBACK' (with a speech bubble icon). Below the header, there are two tabs: 'Code' and 'Drive'. The main workspace is a light blue grid with a vertical scrollbar on the right. On the left side, there is a 'Drivetrain' category with a list of blocks: 'drive forward', 'drive forward for 100 mm', 'turn right', 'turn right for 90 degrees', 'turn to heading 90 degrees', and 'turn to rotation 90 degrees'. In the workspace, a yellow 'when started' block is connected to a blue 'drive forward for 100 mm' block.



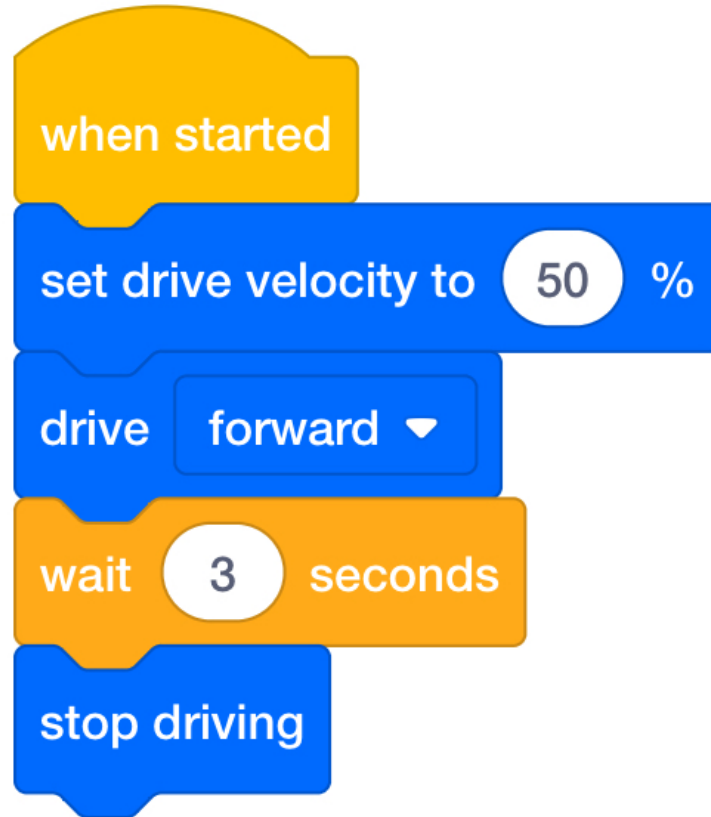
# Stoppe das Projekt



# Messe die Strecke des Super Cars



# Drive Projekt um die Geschwindigkeit zu ändern



# Setze den Drive Velocity-Wert



# Notiere Deine Ergebnisse

Versuch	Drive Velocity %	gefahrne Strecke
1		
2		
3		
4		