

```
totalhalt : first stop!  
  
one_way :  
turn : look to one side  
servo_turn : wait for the servo to be finished turning  
g 0, 0!  
totalhalt
```

```
the other way :  
turn : look to another side  
servo_turn : wait for the servo to be finished turning  
g 0, 0!  
totalhalt
```

```
so which is the better way :  
a2 : turn  
b2 : turn  
  
b2 : return
```

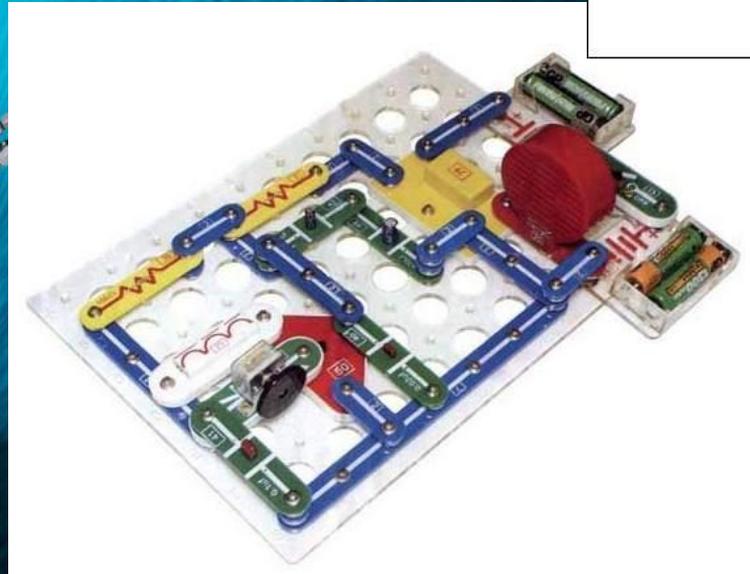
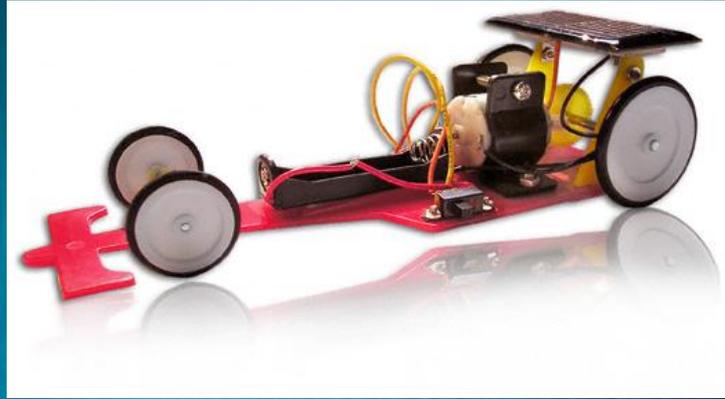
```
turns :  
g low 5 : low 7 : high 4  
turn : servo : totalhalt
```

```
light :  
g low 0 : low 2 : high 7  
turn : servo : totalhalt
```



Перворобот

Электронный конструктор



totalhalt : first stop!
back :
turn : look to one side
servo : turn & wait for the servo to be finished turning
& go!
totalhalt :

the other way!
turn : look to another side
servo : turn & wait for the servo to be finished turning
& go!
totalhalt :

on which is the better way?
go : turn
back : turn
back : turn

turns
- low 5 : low 7 : high 4
turn : servo : totalhalt

turns
- low 6 : low 7 : high 7
turn : servo : totalhalt

```
totalhalt = first.stoop
brn = low
turn = look to one side
servo.turn + wait for the servo to be finished turning
g = hi
totalhalt
```

```
the other way:
turn = look to another side
servo.turn + wait for the servo to be finished turning
g = hi
totalhalt
```

```
as which is the better way:
a2 = hi
back.turn
back.stoop
```

```
turns
- low 5 : low 7 : high 4
turn + servo totalhalt
```

```
light
- low 6 : low 2 : high 7
turn + servo totalhalt
```

Пластмассовый конструктор



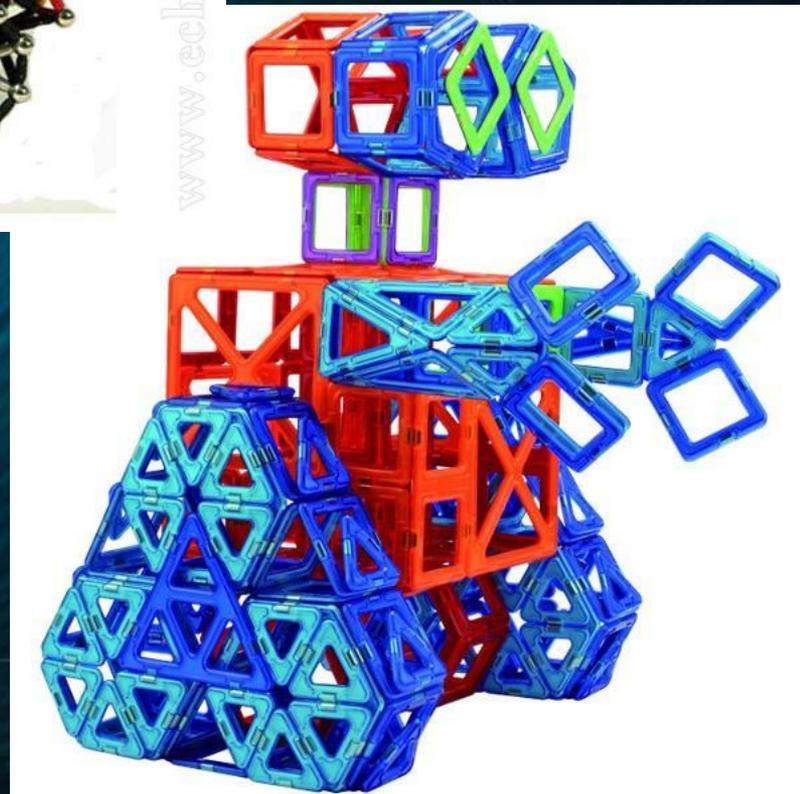
Металлический конструктор



www.karusel-toys.ru



Магнитный конструктор



```
totalhalt = first stop!  
  
low = 1  
high = 2  
servo.turn(1) wait for the servo to be finished turning  
a = 90  
totalhalt!  
  
the other way!  
return = look to another side  
servo.turn(1) wait for the servo to be finished turning  
a = 90  
totalhalt!  
  
as which is the better way?  
a2 = 180  
servo.turn(a2)  
  
back = return  
  
turns = 10  
low = 5 : low 7 : high 4  
turn(1) servo totalhalt!  
  
high = 10  
low = 5 : low 7 : high 7  
turn(1) servo totalhalt!
```

Деревянный конструктор

```
totalHeight = first.steel  
brake.move()  
turn() look to one side  
servo.turn() wait for the servo to be finished turning  
g = 0; do  
totalHeight
```

```
the other way:  
turn() look to another side  
servo.turn() wait for the servo to be finished turning  
g = 0; do  
totalHeight
```

```
as which is the better way:  
do {turn}  
while {turn}
```

```
break return
```

```
turns  
low 5 : low 7 : high 4  
turn : gasuo totalHeight
```

```
height  
low 6 : low 2 : high 7  
turn : gasuo totalHeight
```



Конструктор из бумаги «Умная бумага»



Конструкторы из Бельгии Кликс



totalWait: 1000; stop();
brn: 1000;
turn: 100; look to one side
servo: turn; wait for the
6; 10; 10;
totalWait;

the other way:
turn: 100; look to another side
servo: turn; wait for the servo to be finished turning
6; 10; 10;
totalWait;

as which is the better way:
60; 1000;
servo: turn;

back: return;

turns:
1; low: 5; 1; low: 7; 1; high: 4
turn: 1; servo: totalWait;

turns:
1; low: 6; 1; low: 7; 1; high: 7
turn: 1; servo: totalWait;

Конструктор Lego



totalhalt : first stop!
back : wait!
turn : look to one side
servo.turn : wait for the servo to be finished turning
a : 90
totalhalt!

the other way!
turn : look to another side
servo.turn : wait for the servo to be finished turning
- 90
totalhalt!

as which is the better way?
a2 : turn
back : turn

back : turn

turns
- : low 5 : low 7 : high 4
turn : servo : totalhalt!

turns
- : low 6 : low 4 : high 7
turn : servo : totalhalt!

Спасение самолета

```
totalhalt : first stop!  
  
back : wait  
turn : look to one side  
servo.turn : wait for the servo to be finished turning  
g : 90 deg  
totalhalt
```

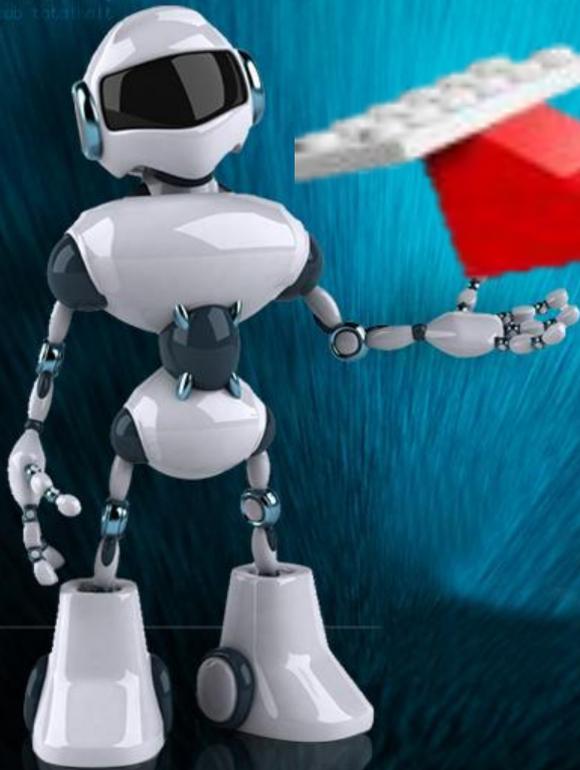
```
the other way:  
turn : look to another side  
servo.turn : wait for the servo to be finished turning  
g : 90 deg  
totalhalt
```

```
so which is the better way?  
a2 : yes!  
back.turn
```

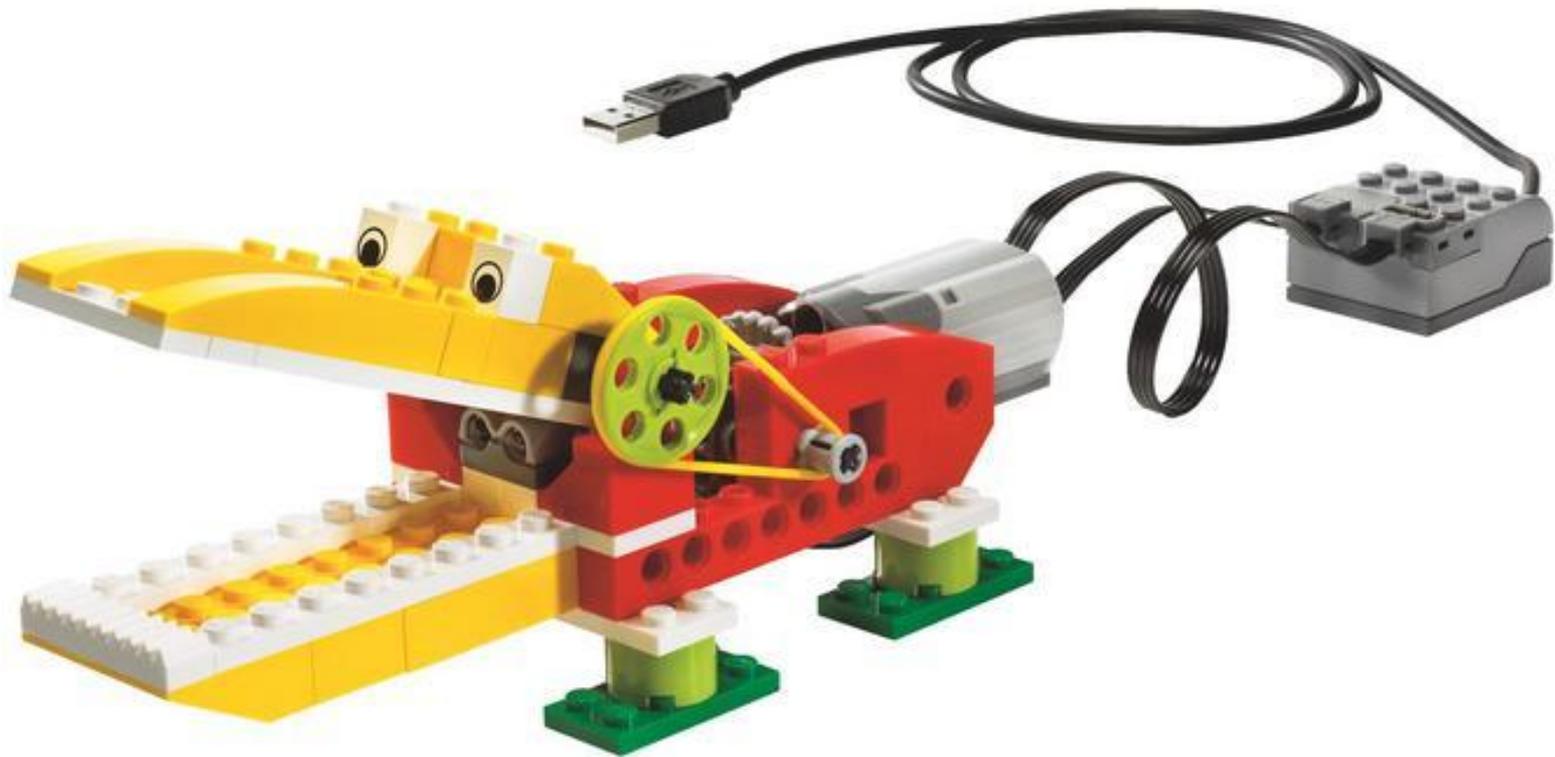
```
back.turn
```

```
turns  
g : low 5 : low 7 : high 4  
turn : servo totalhalt
```

```
light  
g : low 6 : low 4 : high 7  
turn : servo totalhalt
```



Голодный аллигатор



Рычащий лев



Порхающая птица



```
totalWidth = firstWidth  
  
def lookLeft:  
    turn = look to one side  
    servo.turn + wait for the servo to be finished turning  
    + 90 deg  
    totalWidth
```

```
the other way:  
turn = look to another side  
servo.turn + wait for the servo to be finished turning  
+ 90 deg  
totalWidth
```

```
def which is the  
    def turn  
    body.turn  
  
    def return
```

```
turns  
+ look 90 + look 90  
turn + servo turn
```

```
turn  
+ look 90 + look 90  
turn + servo turn
```

Вратарь



Танцующие ПТИЦЫ

```
totalDist = 0; first servo;
brnServo;
turn = look to one side;
servo.turn; wait for the servo to be finished turning;
a = 90;
totalDist;

the other way;
turn = look to another side;
servo.turn; wait for the servo to be finished turning;
a = 90;
totalDist;

be which is the better way;
a2 = turn;
servo.turn;

be2 = turn;

turn;
a = low 5; a high 7; high 4;
turn; servo totalDist;

turn;
a = low 6; a high 7; high 7;
turn; servo totalDist;
```



Обезьянка-барабанщица

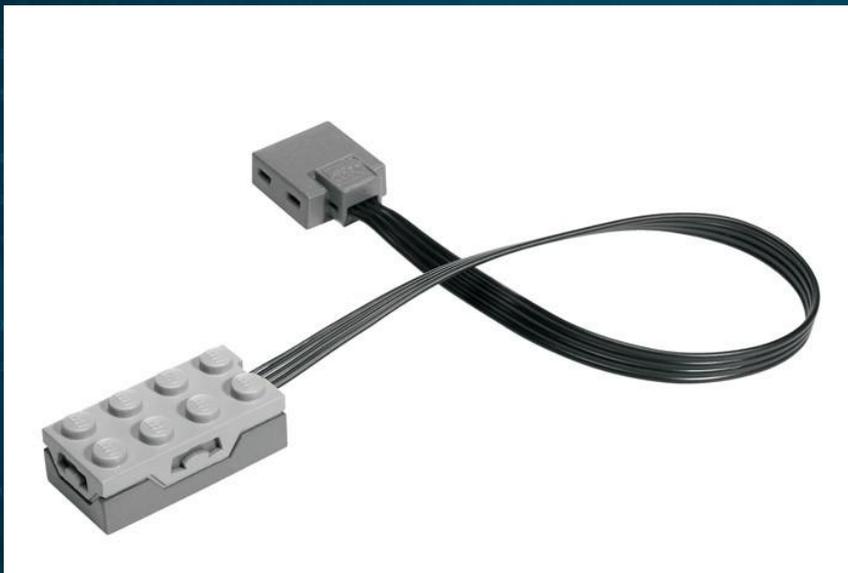


Нападающий



Конструктор Lego Wedo

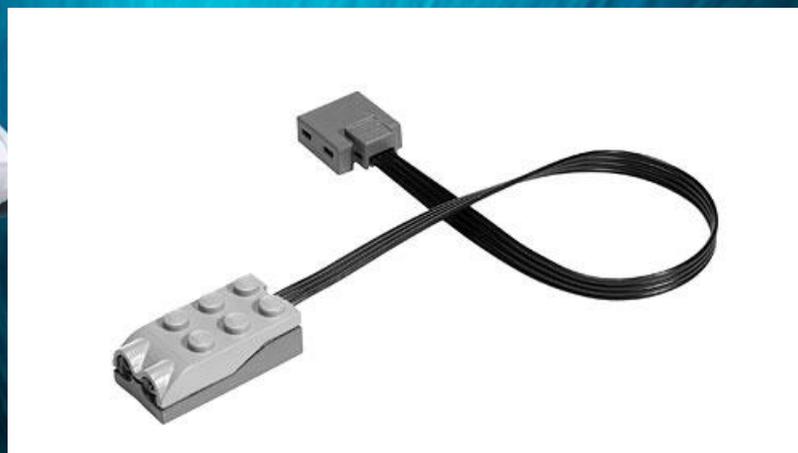




Датчик наклона



USB коммутатор



Датчик расстояния



Мотор



Конструктор NXT Mindstorm



```
totalhdlt : first stop!
```

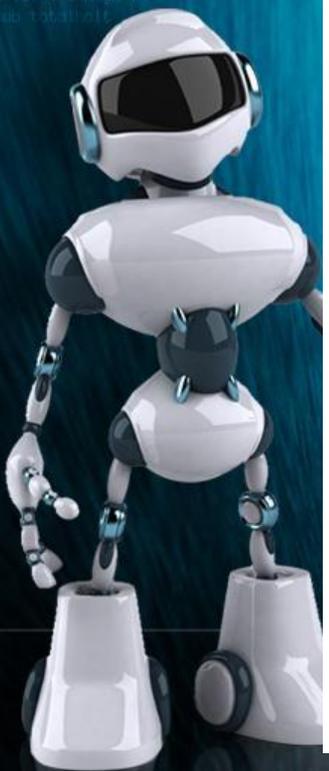
```
brn1 hdvt  
turn1 : look to one side  
servo.turn : wait for the servo to be finished turning  
g : 0, 0  
totalhdlt
```

```
the other way!  
turn2 : look to another side  
servo2.turn : wait for the servo to be finished turning  
g : 0, 0  
totalhdlt
```

```
so which is the better way?  
a2 : turn  
b2 : turn  
b2d : turn
```

```
turns  
g : low 5 : low 7 : high 4  
turn : servo totalhdlt
```

```
light  
g : low 6 : low 4 : high 7  
turn : servo totalhdlt
```



```
totalhdlt = 0 # first stool
```

```
brn = 0 #1  
turn = 0 # look to one side  
servo.turn # wait for the servo to be finished turning  
g = 0, 0 #1  
totalhdlt = 0
```

```
the other way:  
turn = 0 # look to another side  
servo.turn # wait for the servo to be finished turning  
g = 0, 0 #2  
totalhdlt = 0
```

```
so which is the better way:  
a2 = 0 #1  
brn = 0 #1  
brn = 0 #1
```

```
turn = 0 #1  
low = 0 #1, low = 7 # high = 4  
turn = 0 #1  
totalhdlt = 0
```

```
turn = 0 #1  
low = 0 #1, low = 7 # high = 7  
turn = 0 #1  
totalhdlt = 0
```



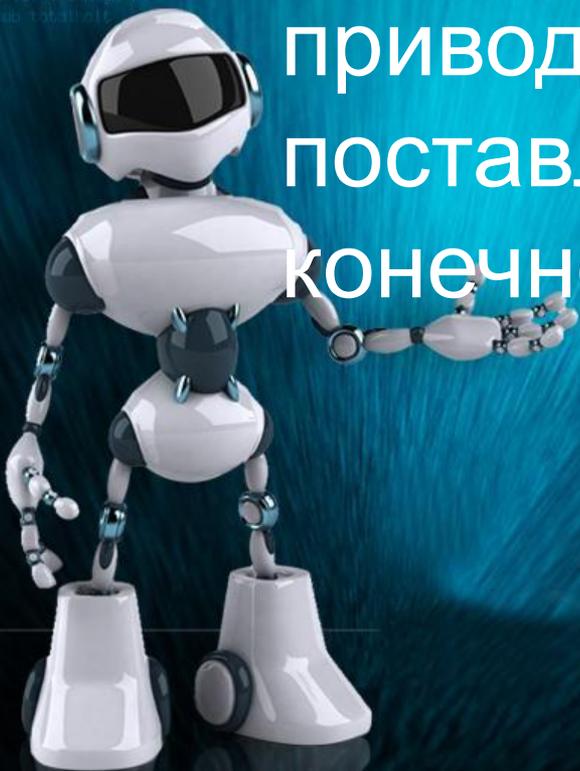
```
totalhalt = first_stop()
turn = 0
while True:
    servo.turn(90) # wait for the servo to be finished turning
    g = 0; b1 = 0
    totalhalt = 0
```

```
the other way:
turn = 0 # look to another side
servo.turn(90) # wait for the servo to be finished turning
g = 0; b2 = 0
totalhalt = 0
```

```
so which is the better way?
a2 = turn
servo.turn(90)
totalhalt = 0
```

```
turns
a = low 5 : low 7 : high 4
turn = servo.totalhalt
```

```
turns
a = low 6 : low 4 : high 7
turn = servo.totalhalt
```



Алгоритм

- это описание последовательности действий, строгое исполнение которых приводит к решению поставленной задачи за конечное число шагов.