

## INPUT / OUTPUT:

**motor(*m*, *p*);** - Turn on motor #*m* at power level *p*. *p* can range from -100 (full reverse) to 100 (full speed forward). If *p*=0, turn off the motor.

**alloff();** OR **ao();** - turn all motors off

**digital(*p*)** - returns the value (1 or 0) of digital port #*p* [digital ports *p* are numbered from 7 to 15]

**analog(*p*)** - returns the value (0 to 255) of analog port #*p* [analog ports *p* are numbered from 0 to 6]

**sleep(*sec*);** - waits for roughly #*sec* seconds

**printf("message\n");** - prints "message" on the LCD screen

**printf("the value of a is: %d\n", *a*);** - prints "the value of a is: #" on the LCD screen, where # is the value of variable *a*

## VARIABLES/DATA:

**int *a*;** - define variable *a*

*a* = 5; - set *a* equal to 5.

## FLOW CONTROL:

```
if (a <= 5) {  
    [some commands go here]
```

```
}
```

```
else {  
    [some commands go here]  
}
```

```
while ((a <= 5) && (a != 0)) {  
    [some commands go here]  
}
```

```
int Square(int x) {  
    return x * x;  
}
```

- define a new function "Square"

```
b = Square(5);
```

- use the function "Square"

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