

Introduction to the EV3 Brick and Software

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BEGINNER PROGRAMMING LESSON

LESSON OBJECTIVES

- 1. Learn how the EV3 brick operates
- 2. Learn about the main components of the EV3 software

THE "BRICK" BUTTONS

- 1 = Back Undo Stop Program Turn robot off
- **2 = Center Button** Select options Run Program Turn robot on
- 3 = L, R, Up, Down Navigate menus



THE "BRICK" SCREEN



Tabs on Screen

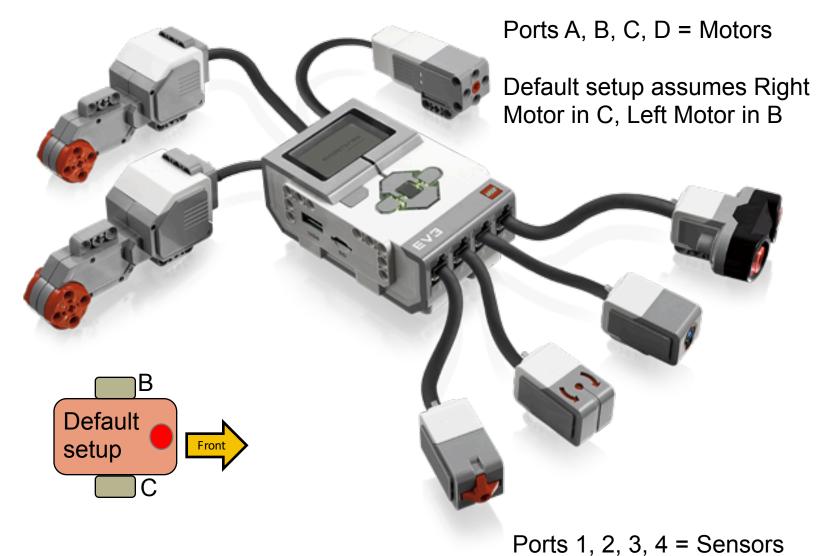
1. Run Recent Find programs you ran recently

2. File Navigation Find all programs by project

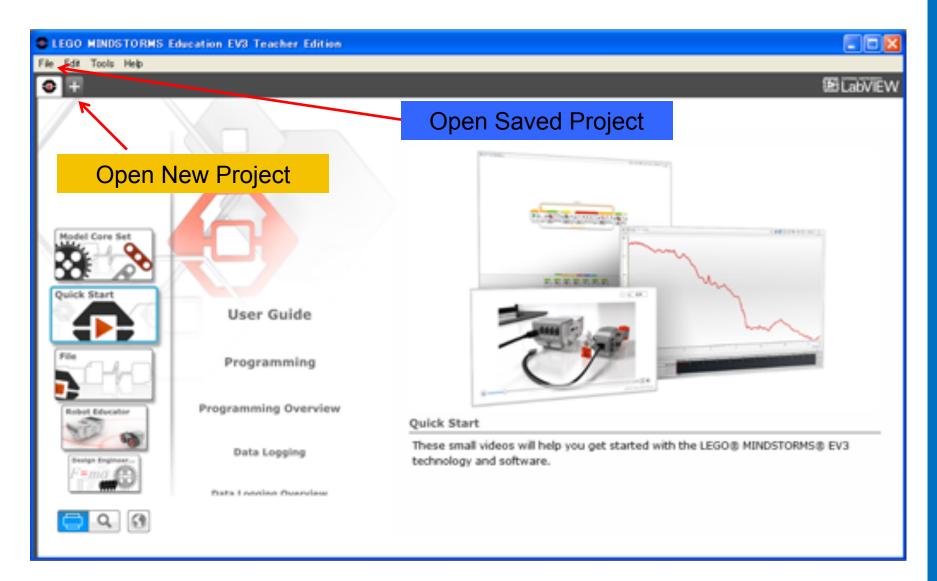
3. Brick Apps Port views

4. Settings Bluetooth, Wifi, Volume

PORTS, SENSORS, MOTORS



EV3 SOFTWARE



EV3 SOFTWARE: STARTING A NEW PROGRAM

		Create a Project
Opened	Project* × +	 Opened Programs
Projects	🖌 🗔 Program 🗙 🔣	Create a Program
	Project Title: Project	
Project Properties	1 PROJECT PICTURE 2 PROJECT DESCRIPTION	
	Daisy-Chain Mode	
	Programs Images Sounds My Blocks Variables	Exportable Items
	Type Name Program.ev3p	Show Teacher Only
	7	
List of programs		
	Copy Paste Delete Import Export	

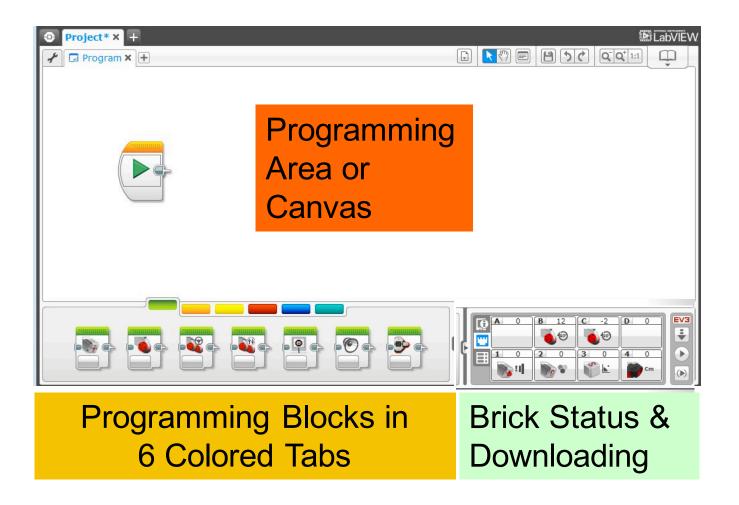
PROJECTS VS. PROGRAMS

- You will start by creating a PROJECT which has a .ev3 extension. You change the name of a project by using the Save Project As option from the File menu.
- You will write many PROGRAMS as part of each PROJECT file. You change the name of a program within a project by doubling clicking on the program's tab and typing in a new name.
- Note: If there is an * next to the project name, you have made changes to the project and you have not yet saved yet.
- There is a "x" next to project and program names. Clicking on it simply closes the file (it does not get deleted).

Here are some common file extensions in the EV3:

- Programs (.ev3p)
- Images (.rgf)
- Sounds (.rsf)
- Text (.rtf)
- Projects (.ev3) the only type of file you can open with the EV3 software
- Import file (.ev3s) can be imported by an EV3 project

EV3 SOFTWARE: PROGRAMMING SCREEN



USEFUL ICONS



- 1. List Programs in Project: List of all programs in the project
- 2. Select: The cursor looks like an arrow and you can pick specific blocks or areas of the screen
- **3. Pan**: The cursor looks like a hand. When you click and move the mouse, you can move through the program when it goes beyond one screen.
- 4. **Comments**: Click on this icon to create the comment box
- 5. Save Project: Save the current version of your project
- 6. Undo and Redo: Undo or redo the last actions
- 7. Zoom Out, Zoom In, and Reset Zoom: Use to decrease, increase or reset the magnification

EV3 BLOCKS: COLORED TABS



DATA OPERATIONS Variables, Array, Logic, Math, Compare... 4 ADVANCED BLOCKS Data Logging, Unregulated Motor... 5 MY BLOCKS Custom Blocks you create

6

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More lessons are available at www.ev3lessons.com



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