

Switches

By Sanjay and Arvind Seshan



BEGINNER PROGRAMMING LESSON

LESSON OBJECTIVES

1. Learn how to make your robot decide what to do out of different choices
2. Learn how to use a Switch Block

SWITCH BLOCKS



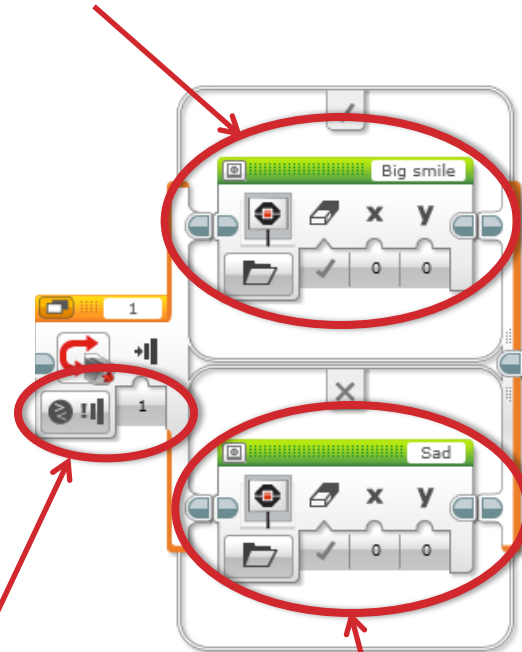
Asking the robot a question and doing something different based on the answer

- Example: Does the robot see a line? Or not?

Basically a YES/NO QUESTION

Switch blocks are found in the orange/flow tab

Run this code if the answer is yes



The question being asked: is the touch sensor pressed

Run this code if the answer is no

SWITCH BLOCK CHALLENGE 1



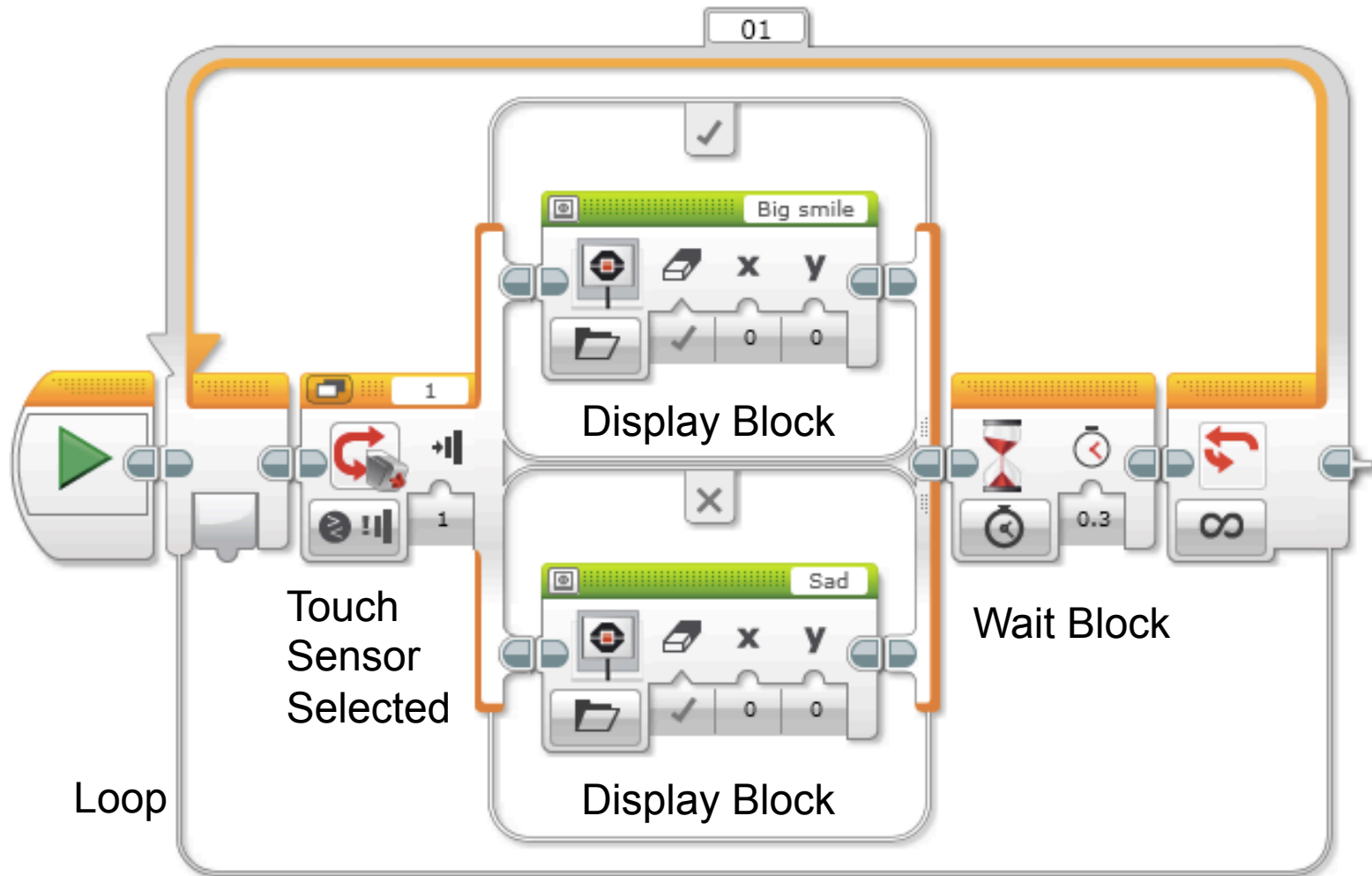
Challenge: Write a program that changes the display based on if the touch sensor is pressed or not pressed.

If pressed, your EV3 is happy! Display a smiley face. If not pressed, the EV3 is sad! Display a sad face.

Hint: You will need to use the display block, loops and switch blocks!



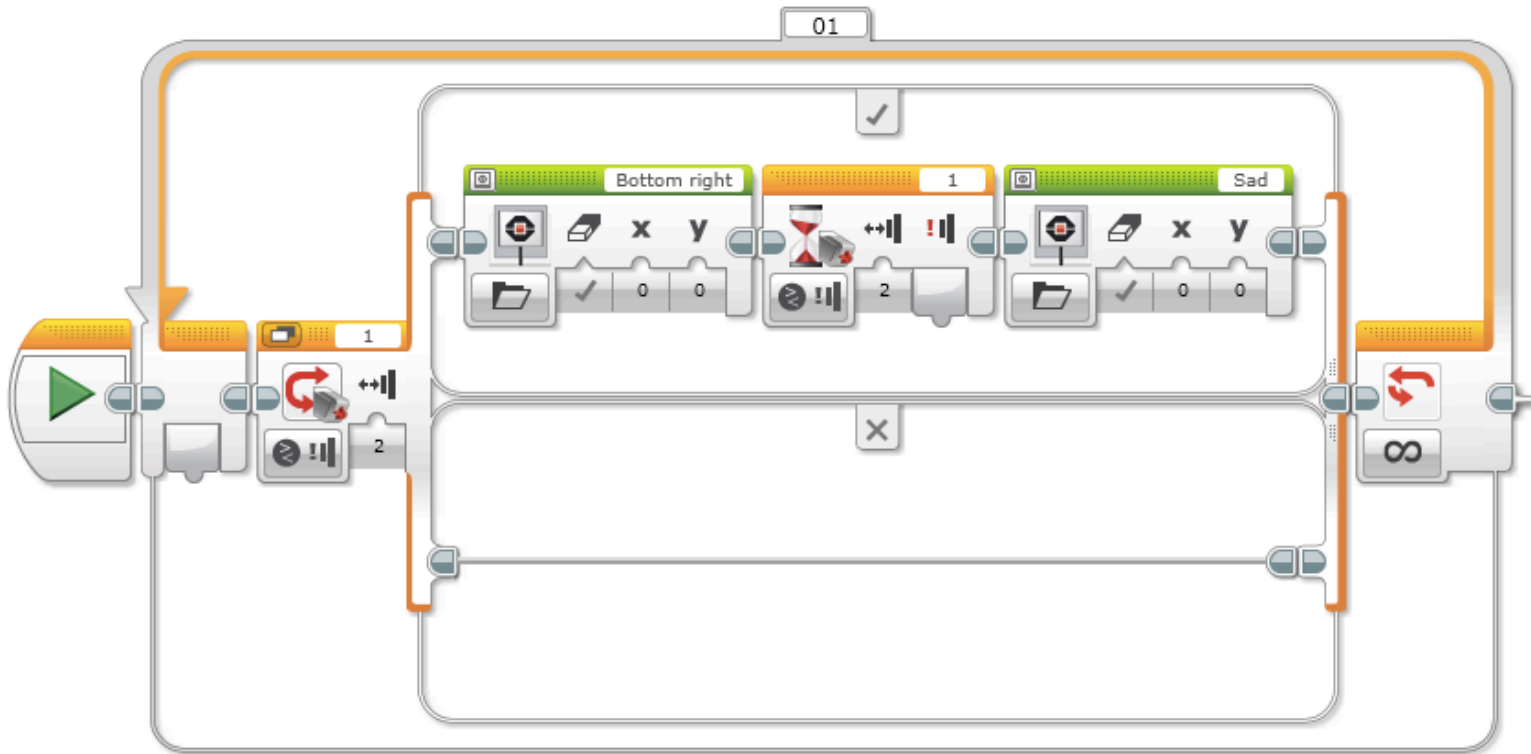
CHALLENGE 1 SOLUTION



SWITCH BLOCK CHALLENGE 2

Can you write a program that display big eyeballs if you touch it once and a sad face if you touch it a second time and toggles back and forth.

CHALLENGE 2 SOLUTION



CREDITS

- This tutorial was created by Sanjay Seshan and Arvind Seshan
- More lessons are available at www.ev3lessons.com



This work is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-nc-sa/4.0/).