TABLET LESSONS



INTRODUCTION TO THE EV3 BRICK AND SOFTWARE

By Sanjay and Arvind Seshan

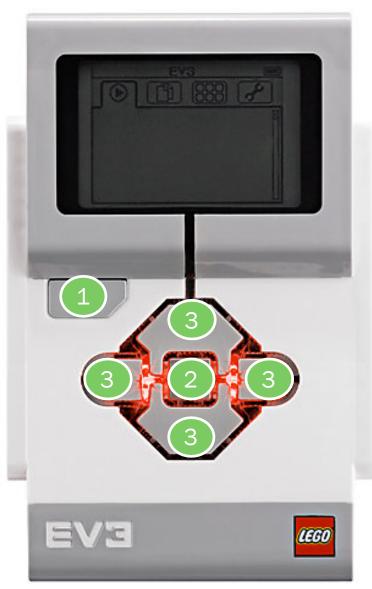


Lesson Objectives

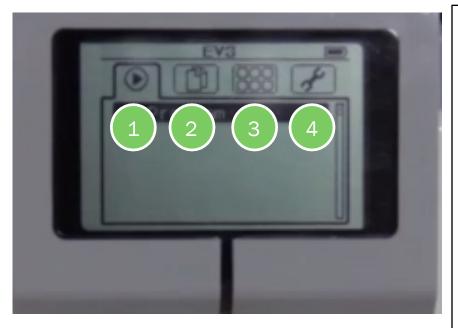
- 1. Learn how the EV3 brick operates
- 2. Learn about the main components of the EV3 Programmer App
- 3. Learn how to create a new program, play/download it, rename it and share it

The "Brick" Buttons

- 1 = BackUndoStop ProgramTurn robot off
- 2 = Centre Button
 Select options
 Run Program
 Turn robot on
- 3 = L, R, Up, Down Navigate menus



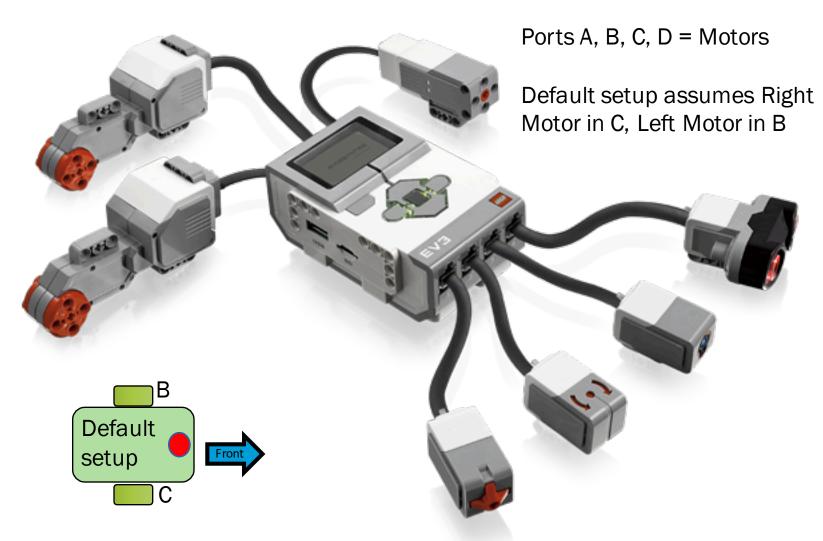
The "Brick" Screen



Tabs on Screen

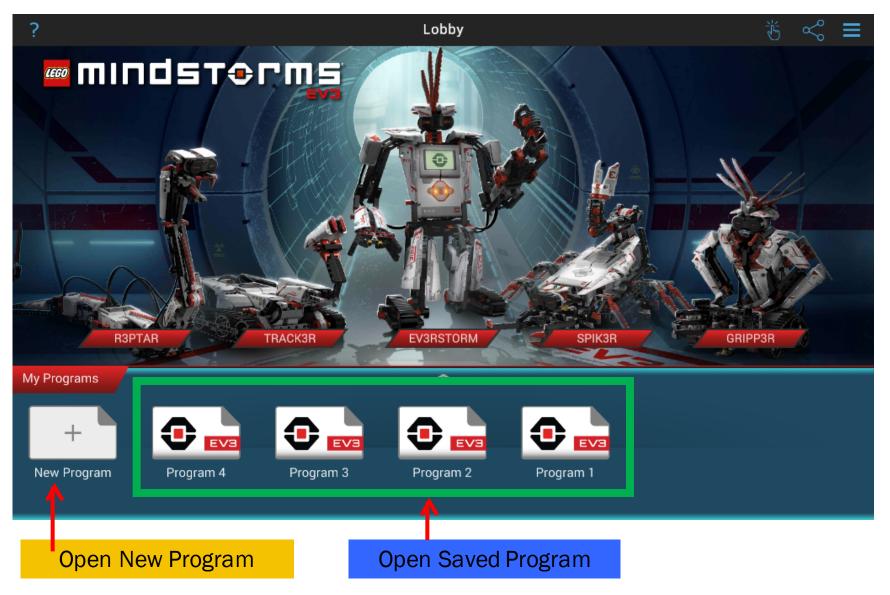
- **1. Run Recent**Find programs you ran recently
- **2. File Navigation** Find all programs by project
- **3. Brick Apps**Port views
- **4. Settings**Bluetooth, Wifi, Volume

Ports, Sensors, Motors

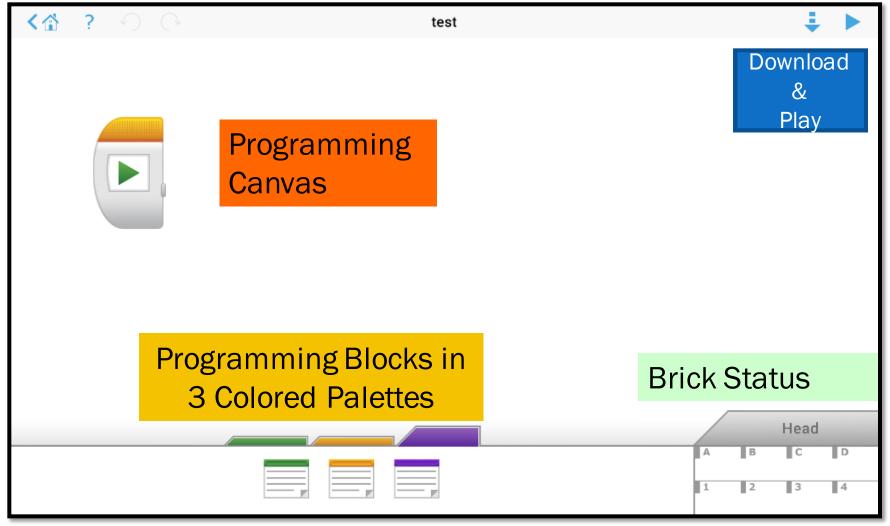


Ports 1, 2, 3, 4 = Sensors

EV3 Programmer App



Programming Environment



Available Blocks

ACTION BLOCKS

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Move, Large & Medium Motor, Display...

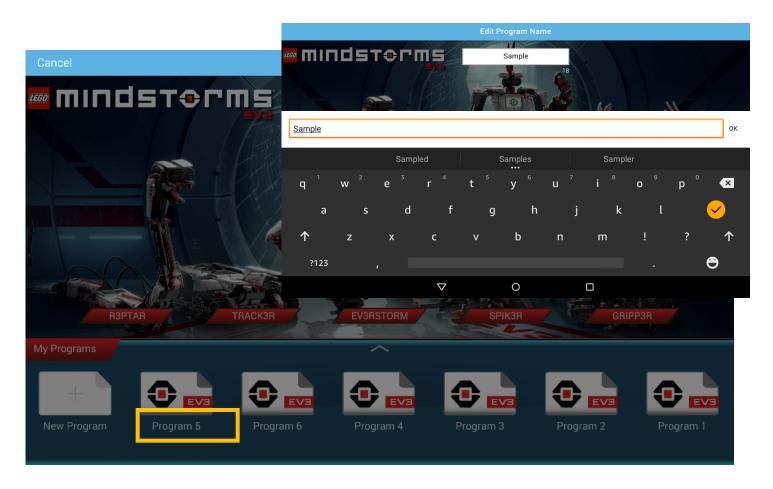


FLOW BLOCKS
Start, Wait, Loop, Switch,
Loop

Comments: Green, Orange, and Purple



Changing the Name of a Program



Click lightly on the default name (e.g. Program 5)

A keyboard will show up to change the name to whatever you want

Deleting or Duplicating Programs



- Click on the first "finger" icon on the top right in the lobby
- Select the program you want to delete/duplicate and hit the appropriate button

Sharing the File



- Click on second icon in top right and then select Share to Tablet or Share to Desktop
- Sharing to Tablet saves the file as .ev3m and it can be opened by on tablet running the Programmer App
- Sharing to Desktop saves the file as a .ev3 and can be opened with the EV3 software on a computer

CREDITS

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



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