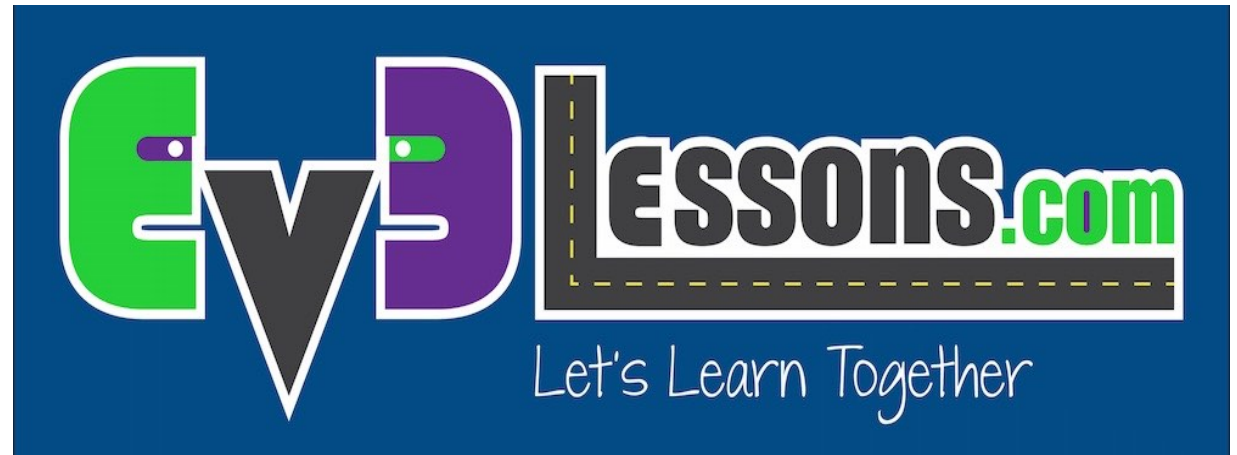


TABLET  
LESSONS



# TOUCH SENSOR

By Sanjay and Arvind Seshan



# Lesson Objectives

1. Learn how to use the Touch Sensor
2. Learn how to use the Wait For Block
3. Learn the difference between the Wait For Block and the Sensor Blocks
4. Learn when to use Move Block's "On" mode

# What is a Sensor?

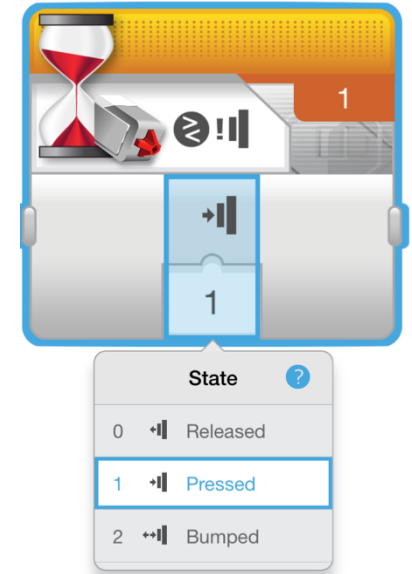
- A sensor lets an EV3 program measure and collect data about its surroundings
- The EV3 sensors include:
  - *Colour* – measures color and darkness
  - *Gyro* – measures rotation of robot
  - *Ultrasonic* – measures distance to nearby surfaces
  - *Touch* – measures contact with surface
  - *Infrared* – measures IR remote's signals



Image from: [http://www.ucalgary.ca/IOSTEM/files/IOSTEM/media\\_crop/44/public/sensors.jpg](http://www.ucalgary.ca/IOSTEM/files/IOSTEM/media_crop/44/public/sensors.jpg)

# What is a Touch Sensor?

- Touch Sensor can detect when the sensor's red button has been pressed or released
- With this information, you can program an action when the sensor is:
  - Currently Pressed
  - Currently Released
  - Pressed and Released Just Before (Bumped)
- When might you use this sensor?
  - *Useful for programming “moving until touch sensor is pressed/released/bumped”*
  - *For example, if you put a touch sensor on the front the robot, you can have it stop moving if it runs into something.*
  - *You can also have your program start or stop when a touch sensor is pressed.*



# What Does “Bumped” Mean?\*

The sensor basically is like a True/False switch

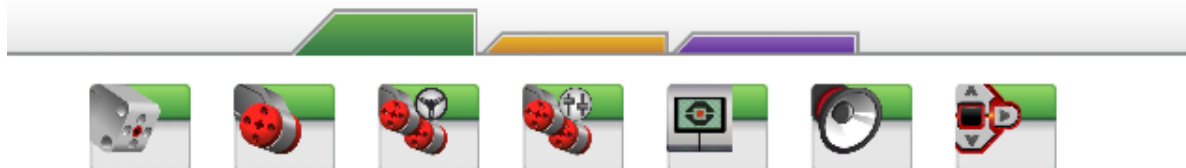
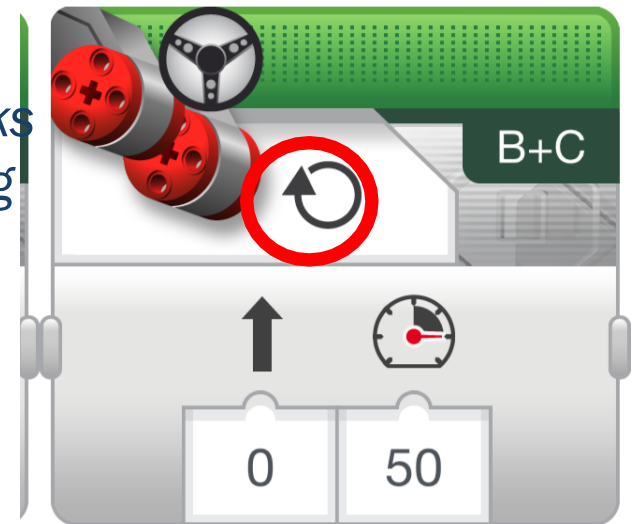
“Bumped” can be tricky. What conditions must be there for the sensor to read True for Bumped?

Time	Action	Pressed	Released	Bumped
1	Button starts released	False	True	False
2	Button is pressed in	True	False	False
3	Button is released, and program reads sensor	False	True	<u>True</u>
4	Button is still released, and the program tests the Touch Sensor again	False	True	False
5	Button is pressed a second time	True	False	False
6	Button is released, but the program does not read the sensor			
200 secs later...	Program reads sensor	False	True	<u>True</u>
201	Button is still released, and the program tests the Touch Sensor again	False	True	False

\* Based on the Lego EV3 help screen

# A Tip for Move Steering Blocks With Sensors

- Leaving the motor “on” and “off”
- Why use the “on” instead of “degrees”?
  - *May want the program to do other tasks such as reading a sensor while moving*

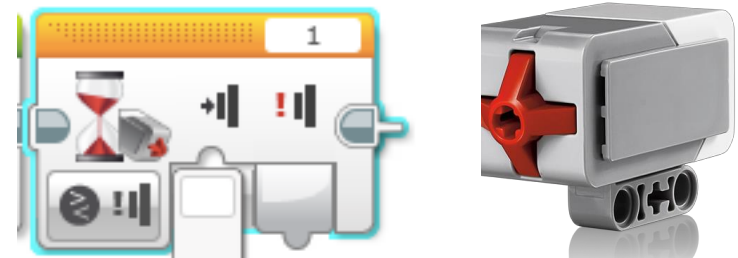
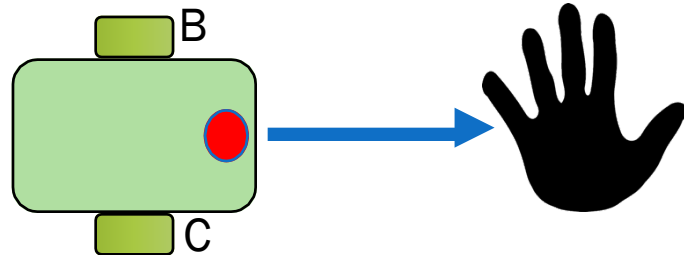


# Teacher Instructions

- Challenges are on slides 9 and 11
- Solutions to these challenges are on slides 10 and 12
- Discussion is on slide 13

# Challenge 1

- Program your robot to move straight until you tap the sensor with your hand.



0 = released  
1 = pressed  
2 = bumped

**Hint:** You will combine: Move  
Steering + Wait Block



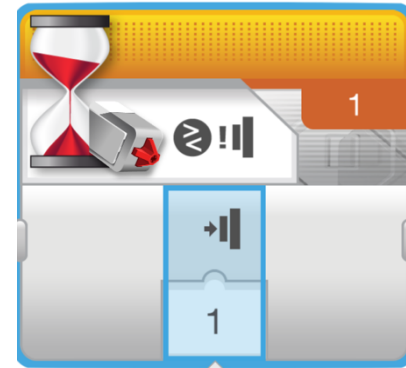
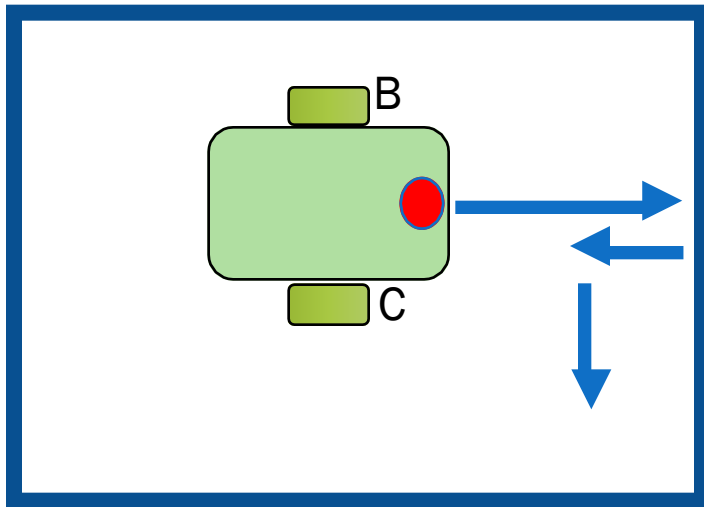
# Challenge 1 Solution

The goal of this program is to make your robot move straight until you bump the sensor with your hand



# Challenge 2

- Program your robot to move until it hits the wall. Then back up and turn right (90 degrees)



State	
0	Released
1	Pressed
2	Bumped

0 = released  
1 = pressed  
2 = bumped



**Hint:** You will combine Move  
Steering + Turning + Wait Block

# Challenge 2 Solution



Move forward until touch  
The touch sensor is set  
to compare → state →  
pressed mode.

Move  
backwards the  
number of  
desired degrees  
(adjust for your  
robot)

Turn right.  
(Adjust the  
number of  
degrees for your  
robot)

# DISCUSSION

- Why did you use MOTOR ON for these challenges?
  - You want to read the sensor while the motor is on.
- Why do we use the WAIT FOR BLOCK in these challenges?
  - We need to program to wait for the correct reading
- What is the difference between PRESSED, RELEASED and BUMPED?
  - PRESSED = pushed in, RELEASED = not pushed, BUMPED = pressed and released recently
- What are some situations you might want to use each of these for?
  - PRESSED = running into a wall, BUMPED = tapped by hand  
RELEASED = no longer touching a wall

# CREDITS

- This tutorial was created by Sanjay Seshan and Arvind Seshan
- More lessons are available at [www.ev3lessons.com](http://www.ev3lessons.com)
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