

## Exercise #1

# Displaying Sensor Values on the NXT Screen

Examine with a partner what you think the following code will do. Be specific. Then enter the code, compile and download.

*You will have to activate the light sensor before you compile and download*

```
task main()
{
    wait1Msec(3000);    //initialize sensor
    eraseDisplay();

    while(true)        //Loop forever
    {
        nxtDisplayBigTextLine(2,"%d",SensorValue[S1]);
        wait1Msec(500);
        eraseDisplay();
    }
}
```

Try adding some or all of the following lines to your Code See what it does

```
nxtDisplayCenteredTextLine(2, " %d ", SensorValue(S1));
nxtDisplayCenteredTextLine(4, "Searching");
nxtDisplayCenteredTextLine(5, "For Black.");
```

Use [RobotC help](#) for extra info. Google: [RobotC help](#)

## Assignment#3

### Practice with Light sensors SEARCHING FOR GOLD! (for marks)

Come up with a program that will beep or make noise when the color sensor “sees” the color **black** (you must use an **if or while statement** in your program).

Have the display flash “Searching for Black” on the nxt while it is not reading black.



#### Helpful Hints:

1. Your program must have a condition that allows the computer to determine what is “black” to the color sensor Example:

If (SensorValue[WalzlLight] < 400)

2. Before you write your program, write a preliminary program that displays the ambient color sensor reading in “real-time” (displays an updated reading of the ambient color sensor every half second). **This way you can first determine what readings will appear when the color sensor is over a black space.**
3. Use the syntax below to help you get your NXT to make sounds:

**PlayTone(frequency, durationIn10MsecTicks);**  
*Plays a constant tone at the specified frequency and duration.*

*Example:*

**PlayTone(784, 15);** // Play a tone at a frequency of 784 for 150 milliseconds.

Or

**PlaySoundFile(sFileName);**  
*Plays a sound file from the NXT file system. File must be present on the NXT.*

*Example:*

**PlaySoundFile("Woops.rso");** // Play the sound file, 'Woops.rso'.

*For more information on any RobotC syntax, Search:*  
<http://www.robotc.net/support/nxt/MindstormsWebHelp/>

Marking: 1. Show me that your “Gold-Finder” works. 2. Hand in your code. **5 marks each.**