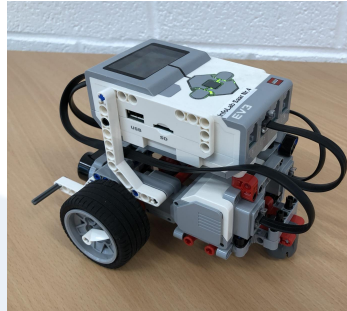




Lego Ev3 in Python programmieren

Heute habt ihr die Lego Mindstorms Ev3 Roboter in der Sprache Python programmiert.



Dazu habt ihr die professionelle Entwicklungsumgebung Visual Studio Code genutzt.

```
main.py x  
main.py  
1 #!/usr/bin/env pybricks-micropython  
2 from pybricks.hubs import EV3Brick  
3 from pybricks.ev3devices import (Motor, TouchSensor, ColorSensor,  
4                                 InfraredSensor, UltrasonicSensor, GyroSensor)  
5 from pybricks.parameters import Port, Stop, Direction, Button, Color  
6 from pybricks.tools import wait, Stopwatch, DataLog  
7 from pybricks.robotics import DriveBase  
8 from pybricks.media.ev3dev import SoundFile, ImageFile  
9  
10  
11 # This program requires LEGO EV3 MicroPython v2.0 or higher.  
12 # Click "Open user guide" on the EV3 extension tab for more information.  
13  
14  
15 # Create your objects here.  
16 ev3 = EV3Brick()  
17  
18 left_motor = Motor(Port.B)  
19 right_motor = Motor(Port.C)  
20  
21 robot = DriveBase(left_motor, right_motor, wheel_diameter=55.5, axle_track=104)  
22  
23  
24 # Write your program here.  
25 ev3.speaker.beep()  
26  
27 robot.straight(100)  
28  
29
```

Alle Links zum Projekt findet ihr auf der Webseite des InfoLab:
infolab.cs.uni-saarland.de

Wir freuen uns, dass ihr das InfoLab besucht habt!

