## index

| A   | c  | printing to, 7                             |
|---|--|--|
| Accelerometer, 6, 26. See also Motion Sensor  | calling functions, 21                          | TypeError, 30                              |
| action variable, 84, 85, 86                   | cam, 44, 45                                    | control structures, Python                 |
| add() function, 21                            | camshaft, 44                                   | conditional statements, 11-12              |
| adjusted angle variable, 52                   | capitalization, in Python, 6                   | looping, 9–11                              |
| ambient mode, Color Sensor, 26, 27            | catapult, 107–108                              | overview, 9                                |
| and logical operator, 14                      | cat companion, 97                              | pausing program, 9                         |
| angles  | ceil() function, 31                            | cook, robot, 97–98                         |
| for turns, 50–54                              | center button light, Hub, 5                    | Cookie Clicker-type game                   |
| when tracing shapes, 55                       | check response() function, 90                  | golden cookie project, 93-94               |
| append() method, lists, 19                    | check response My Block, 85, 88                | one-player version, 79-80                  |
| appliances, smart, 99                         | children, useful inventions for, 95-97         | overview, 79                               |
| App library, 3                                | <pre>choose_next_action() function, 90</pre>   | two-player version, 80-81                  |
| arithmetic operators, 13                      | choose action My Block, 84–85                  | countdown project, 15                      |
| art, making                                   | choose next action My Block, 87                | counter(s)                                 |
| framed, 106–107                               | circular motion, turning into linear motion,   | cycling through lists, 20                  |
| kinetic sculpture, 107                        | 44, 45   | for loop, 10-11                            |
| overview, 105                                 | closed shapes, tracing, 56                     | projects, 22                               |
| spiro gyro, 105–106                           | cockroach, 111–112                             | updating variables, 18-19                  |
|   | color, Hub status light, 5, 6, 7               | coupler, four-bar linkage, 41, 43, 44      |
| В   | Color mode, Color Sensor, 71                   | coupler curve, 43                          |
| backing up, during obstacle avoidance, 61     | Color Sensor. See also line following          | crank, four-bar linkage, 41, 43, 44        |
| ball launcher, 107–108                        | cockroach, 112                                 | crank-rocker mechanism, 41, 42-43          |
| ball over the wall project, 108-109           | color xylophone, 104                           | crank-slider mechanism, 44                 |
| bang-bang (two-step or on-off) controllers,   | framed art, 106                                | C to C project, 15                         |
| 62, 64, 69–72                                 | line following, 69–71                          | cycling through lists, 19-20, 21           |
| base power variable, 73, 74, 75               | music box, 104                                 |  |
| beating heart, displaying on light matrix, 15 | obstacle avoidance and line following,         | D  |
| bed, motorized, 99                            | 59–60  | data types                                 |
| beep() method, 2, 3                           | programming, 26-27, 33                         | Booleans, 17                               |
| better counter project, 22                    | theremin, 103                                  | converting between floats and integers,    |
| bevel gears, 38                               | color xylophone, 104                           | 30–32                                      |
| biomimicry                                    | column input, draw column block, 80            | floating-point numbers, 17, 18, 30-32      |
| bugs, 113                                     | combination lock, 110–111                      | identifying, 17–18                         |
| cockroach, 111–112                            | comments                                       | integers, 17, 18, 30–32                    |
| overview, 111                                 | in Python, 6                                   | NoneType, 17                               |
| robo pet, 112-113                             | in starting code, 2                            | overview, 17                               |
| Booleans, in Python, 17                       | comparison operators, 13-14, 27                | strings, 4, 7, 17                          |
| Bop It-style game, 84-86                      | competitive clicking game. See Cookie Clicker- | debugging, 6, 7                            |
| break command, 12                             | type game                                      | definitions, function, 20                  |
| bugs, 113                                     | compound gearing, 36, 38, 47                   | degrees, turning specific number of, 52–54 |
| bumped buttons, 5                             | conditional statements, 11-12                  | dependable pal robot, 96-97                |
| burglar alarm, useless, 102                   | console, Python                                | derivative controller, 66–67, 73–74        |
| buttons, Hub                                  | displaying lists, 19                           | derivative variable, 67                    |
| controlling, 5–6                              | displaying sensor readings, 27-28, 30          | dice roll project, 91                      |
| Cookie Clicker-type game, 79                  | golden cookie project, 94                      | differential assemblies, 40-41             |
| reaction timer game, 81-84                    | identifying data types, 17-18                  | disperser, seed, 100–101                   |
|   | overview, 1-2                                  | display_sequence() function, 90            |

| display score My Block, 88 display sequence My Block, 87 Distance Sensor. See also obstacle avoidance ball over the wall project, 108–109 obstacle avoidance and line following, 59–60 programming, 27–28 tabletop robot, 109 theremin, 103 division operator (/), 30–31, 32 double-bevel gears, 38, 39, 40 draw_value() function, 81 draw column My Block, 80 | functions adding parameters, 21 calling, 21 defining, 20 moody, creating, 22 overview, 20 returning values, 21–22 furniture, smart, 99  G gainD variable, 67, 75 gainI variable, 68, 74, 75 gainP variable, 73, 75 | get_reflected_light() method, 26-27 get_roll_angle() method, 29 get_volume() method, 7 get_yaw_angle() method, 29 golden cookie project, 93-94 grabber, for children, 95 Gyro Sensor. See also Motion Sensor executing turns, 49-54 overview, 6, 26, 49 proportional control with, 78 spiro gyro, 105-106 tracing shapes, 54-57 |
|--|--|---|
| driver, in gear train, 35, 36  | gain value   |   |
| drive shaft, 40<br>duration, beep, 3   | derivative controller, 66 integral controller, 67 proportional controller, 66  | hashtag (#), in Python, 2, 6<br>heart, displaying on light matrix, 6<br>Help Center, MINDSTORMS App, 1, 2   |
|  | game_over variable, 83, 85, 86   | high-shelf reacher, 95  |
| elif statement, 12<br>equal signs (=), in Python, 14, 26   | game_running variable, 90 games, programming   | household inventions, 97–100<br>houseplant helper, 101  |
| equal to operator (==), in Python, 14, 26 error  | Bop It-style, 84–86<br>Cookie Clicker-type, 79–81  | Hub<br>Bop It-style game, 84–86   |
| derivative controller, 66 integral controller, 67, 68 line following with PID controller, 74 line following with proportional control, 72-73   | memory, 86–90<br>overview, 79<br>projects, 91–94<br>reaction timer, 81–84<br>gearing down, 36, 37  | controlling outputs and inputs, 3-6, 7<br>Cookie Clicker-type game, 79-80<br>dice roll project, 91<br>Motion Sensor, 28-29<br>printing volume level to console, 7   |
| proportional controller, 64-65   | gearing up. 36, 37<br>gear ratio, 36   | reaction timer game, 81–84<br>tricky dice project, 92   |
| F  | gears  | using yaw readings to execute turns, 49   |
| files, playing sound, 3  | compound gearing, 36, 38   |   |
| fish feeder, 97  | differential assemblies, 40-41   | 1   |
| float() function, 32   | gearing up and gearing down, 36, 37  | idlers, in gear train, 35, 36   |
| floating-point numbers, 17, 18, 30-32  | overview, 35   | if/elif/else statement, 12, 15  |
| floor division operator (//), 31–32  | projects, 47   | if/else statement, 12   |
| floor() function, 31, 81   | turntables, 39–40  | if statement  |
| follower, in gear train, 35, 36  | types of, 38–41  | logical operators used with, 14   |
| Force Sensor, programming, 30  | gear trains, 35, 36, 47  | overview, 11-12   |
| for loops  | gentle-stop program, 64-68   | reaction timer game, 83   |
| Cookie Clicker-type game, 81   | gestures, Hub  | stopping while loop with, 12  |
| cycling through lists, 20<br>overview, 9, 10-11<br>projects, 15<br>tracing shapes, 54-55   | <pre>detecting, 28   getting, 29 get_ambient_light() method, 26, 27 get_color() method, 26</pre>   | <pre>if then else block, 53 Image() function, 91 imports, in starting code, 2 indentation, in Python, 6, 10, 12</pre>   |
| four-bar linkages  | get_distance_cm() method, 28   | index numbers, in lists, 19   |
| crank-rocker, 42–43<br>crank-slider, 44<br>overview, 41<br>parallelogram linkage, 44   | <pre>get_distance_inches() method, 28 get_distance_percentage() method, 28 get_force_newton() method, 30 get_force_percentage() method, 30</pre>   | index variable, draw column block, 80 initialize movement block, 54 inputs, controlling Hub, 3–6 insects, 113   |
| frame, four-bar linkage, 41  | get_gesture() method, 29   | integers, 17, 18, 30–32   |
| framed art, 106–107  | <pre>get_orientation() method, 29 get_pitch_angle() method, 29</pre>   | integral controller, 67–68, 73–74 integral variable, 68   |

| interior angle of shapes, 55               | memory game, 87–89                             | powering drive wheels, 40                      |
|--|--|--|
| inventions                                 | overview, 18, 19                               | projects, 33                                   |
| for children, 95–97                        | updating, 19                                   | stopping before obstacles, 65                  |
| household, 97–100                          | using index numbers, 19                        | useful mechanisms for, 41–46                   |
| overview, 95                               | loaded die, 92                                 | move_polygon() function, 56                    |
| for plants, 100-101                        | lock, creating, 110                            | move_tank() method, 25                         |
| useless, 101–102                           | logical operators, 14                          | movement, programming                          |
| is_pressed() method, 6, 30                 | loops. See also for loops; while loops         | executing turns, 49–54                         |
| J  | controlling motor, 24                          | line following, 68–75                          |
|  | overview, 9                                    | overview, 49, 59–60                            |
| juice-box crusher, 100                     | tracing shapes, 54–55                          | projects, 57–58                                |
|  | lowercase, in Python, 6                        | stopping before obstacles, 62, 64-68           |
| К  |  | tracing shapes, 54-57                          |
| kinetic sculpture, 107                     | М  | turning to avoid obstacles, 60-62, 63          |
|  | math library, 31                               | Movement blocks, Word Blocks, 49               |
| L  | mechanisms                                     | movements, Hub                                 |
| last error variable, 67, 68                | cams, 44                                       | detecting, 28                                  |
| left turns, programming, 51                | four-bar linkage, 41–44                        | getting, 29                                    |
| LEGO Education SPIKE Prime set             | overview, 35, 41                               | move() method, 24–25                           |
| Force Sensor, 30                           | projects, 47                                   | move polygon block, 56, 57                     |
| motors in, 23                              | rack and pinion, 46                            | MSHub library, 2                               |
| overview, xv                               | ratchet and pawl, 44-45                        | music, making                                  |
| rack-and-pinion mechanisms, 46             | scissor lift, 45-46                            | color xylophone, 104                           |
| starting code, 2                           | memory game, 86–90                             | music box, 104-105                             |
| LEGO MINDSTORMS Robot Inventor set         | methods  | overview, 103                                  |
| differential assemblies, 40                | data types for parameters, 30-32               | theremin, 103                                  |
| gear types in, 38                          | versus functions, 20                           | Musical Instrument Digital Interface (MIDI), 3 |
| motors in, 23                              | overview, 2                                    | music box, 104-105                             |
| overview, xv                               | MIDI (Musical Instrument Digital Interface), 3 | My Blocks                                      |
| starting code, 2                           | MINDSTORMS App. See also Python program-       | Bop It-style game, 84-86                       |
| turntables, 39–40                          | ming; Word Blocks programming                  | Cookie Clicker-type game, 80                   |
| len() function, 19, 20, 33                 | console, 1–2                                   | for executing turns, 50-54                     |
| length input, move polygon block, 56       | Help Center, 1, 2                              | memory game, 87–88                             |
| libraries, 2                               | overview. 1                                    | tracing shapes, 54-57                          |
|  | starting code, 1, 2                            |  |
| lifting mechanisms, 44                     | mixer, 97                                      | N  |
| light matrix                               | modulo operator, 13                            | name tag, smart, 96                            |
| Bop It-style game, 84-86                   | moody functions project, 22                    | negative angle, for left turns, 51, 53         |
| controlling Hub, 3–4, 7, 15                | Motion Sensor                                  | noisy input values, 66                         |
| Cookie Clicker-type game, 79–81            | overview, 6, 26                                | NoneType, in Python, 17                        |
| dice roll project, 91                      | programming, 28–29                             | not logical operator, 10, 14                   |
| reaction timer game, 81–84                 | motorized bed. 99                              | numbers, in Python, 17, 18, 30–32              |
| linear motion, turning rotary motion into, | motorized bed, 77                              | Hambers, III I yelloll, 17, 10, 30 32          |
| 44, 45                                     | Motor library, 23                              | 0  |
| line following                             | MotorPair library, 24–25                       |  |
| bang-bang approach, 69-72                  | motors   | objects, Python, 2                             |
| overview, 59-60, 68-69                     |  | obstacle avoidance                             |
| with PID controller, 73–74                 | adjusting for line following, 71–72            | overview, 59-60                                |
| projects, 76–78                            | controlling two synchronized, 24, 25           | projects, 77–78                                |
| with proportional control, 72-73           | controlling two synchronized, 24–25            | stopping before obstacles, 62, 64-68           |
| tuning PID controller, 74–75               | converting between floats and integers,        | turning to avoid obstacles, 60-62, 63          |
| lists                                      | 30–32  | on-off (bang-bang) controllers, 64, 69–72      |
| cycling through, 19-20, 21                 | overview, 23                                   |  |

| operators  | overview, 59, 64                               | Robot Inventor set                                   |
|--|--|--|
| arithmetic, 13   | proportional controller, 64-66                 | differential assemblies, 40                          |
| comparison, 13-14, 27                                    | smooth line following with, 73–74              | gear types in, 38                                    |
| logical, 14  | tuning, 74–75                                  | motors in, 23  |
| overview, 13   | push-button motor project, 33                  | overview, xv   |
| orientation, Hub   | Python programming                             | starting code, 2                                     |
| detecting, 28  | basics, 6-7                                    | turntables, 39-40                                    |
| getting, 29  | controlling Hub outputs and inputs, 3-6        | rocker   |
| or logical operator, 14                                  | control structures, 9–12                       | crank-rocker mechanism, 41, 42, 43                   |
| outputs, controlling Hub, 3-6, 7                         | console, 1-2, 7, 17-19, 27-28, 30, 94          | parallelogram linkage, 44                            |
| oven, smart, 99  | converting between floats and integers,        | roll, detecting Hub, 29                              |
| overshooting turns, testing for, 50-51                   | 30–32  | rotary motion, turning into linear motion,           |
|  | data types, 17–18                              | 44, 45   |
| P  | first steps, 1–2                               | rotation, detecting Hub, 29                          |
| parallelogram linkage, 44                                | functions, 20-22                               | round() function, 31, 66                             |
| parameters   | line following, 71, 72-74, 76-78               | <pre>run_for_degrees() method, 23</pre>              |
| adding to functions, 21                                  | lists, 19-20                                   | <pre>run_for_rotations() method, 24</pre>            |
| data types for, 30–32                                    | motors, 23-25                                  | run_for_seconds() method, 23, 30                     |
| methods, 3, 24   | obstacle avoidance, 77-78                      | run_to_position() method, 24                         |
| pausing  | operators, 13-14                               | ·  |
| program with control structures, 9                       | overview, xvi, 1                               | S  |
| using while loops for, 10                                | sensors, 26-30                                 | scissor lift, 45–46                                  |
| pawl, 44–45  | starting code, 1, 2                            | score variable, 79, 80, 85, 86                       |
| pentagon, tracing, 55                                    | timers, 13                                     | security projects                                    |
| pet, making robotic, 112-113                             | turns, executing, 49, 54                       | combination lock, 110–111                            |
| pet helper, 97   | variables, 18–19                               | treasure box, 109–110                                |
| pick random block, 63                                    |  | tripwire, 111  |
| PID controllers. See proportional-integral-              | Q  | seed disperser, 100–101                              |
| derivative controllers                                   | quotes (''), in Python, 7                      | sensors, programming                                 |
| pinion, 46   | quotes ( ), in rython, /                       | Color Sensor. 26–27                                  |
| pitch  | R  | converting between floats and integers,              |
| beep, customizing, 3                                     |  | 30–32  |
| detecting Hub, 29  | rack and pinion, 46                            | Distance Sensor, 27–28                               |
| pixels on light matrix, controlling, 4, 79–81            | rainbow() function, 20–21                      | Force Sensor, 30                                     |
| plants, useful inventions for, 100–101                   | randint() function, 57, 83, 86                 | Motion Sensor, 28–29                                 |
| play sound() method, 3, 4                                | randomizing direction or turning, in obstacle  | overview, 23, 26                                     |
| polygons, tracing, 55–56                                 | avoidance, 63                                  | projects, 33   |
| pooper scooper, 97                                       | random shape, tracing, 57                      | theremin, 103  |
| power variable, 67, 68                                   | range() function, 10, 11, 20                   | sequence list, 87, 89, 90                            |
| primary color detector project, 33                       | ratchet and pawl, 44–45                        | set_default_speed() method, 25                       |
| print() function, 7, 19, 20                              | reacher, high-shelf, 95                        | set_derault_speed() method, 25 set pixel() method, 4 |
| printing to console, 7                                   | reaction timer game, 81–84                     | set yaw angle to 0 block, 53                         |
|  | recycling robot, 100                           |  |
| program, pausing, 9 programming. See Python programming; | reflected mode, Color Sensor, 26–27, 60, 69–70 | shapes, tracing overview, 54                         |
|  | regular polygons, tracing, 55–56               | random, 57   |
| Word Blocks programming                                  | repeat loop, 54                                |  |
| proportional control, line following with, 72–73, 78     | reset_yaw_angle() method, 29                   | regular polygons, 55–56                              |
|  | response variable, 85, 86                      | spiral, 58   |
| proportional gain, 65, 67                                | return statement, 21, 22                       | square, 54–55  |
| proportional-integral-derivative (PID) con-              | reversing, during obstacle avoidance, 61       | star, 57   |
| trollers   | right turns, programming, 50–51, 52            | triangle, 55   |
| derivative controller, 66–67                             | robo cook, 97-98                               | zigzag, 58   |
| integral controller, 67–68                               | robo pet, 112-113                              | <pre>show_image() method, 3, 4, 6</pre>              |

| sides input, move polygon block, 56             | stopping before obstacles                 | turning right, 50-51, 52                    |
|---|---|---|
| simple counter project, 22                      | overview, 62                              | when line following, 70-71, 76              |
| single motor, controlling, 23-24                | with PID controller, 64-68                | turntables, 39-40                           |
| sleeping face, displaying on light matrix, 7    | wrong way to achieve, 62, 64              | turn variable, 73, 74                       |
| sliders, 45                                     | strings, 4, 7, 17                         | two-step (bang-bang) controllers, 62, 64,   |
| slow animal project, 47                         | synchronized motors, controlling, 24-25   | 69–72                                       |
| smart appliance/furniture, 99                   |   | two synchronized motors, controlling, 24-25 |
| smart name tag, 96                              | Т   | two-way push-button motor project, 33       |
| smiley face, displaying on light matrix, 2, 3-4 | tabletop robot, 109                       | type() method, 17-18                        |
| snake cars, programming, 25, 29                 | tank steering block, 71                   |   |
| sounds, controlling Hub, 3                      | target angle, for turns, 50               | U   |
| spacing, in Python, 6                           | target variable, 73, 75                   | updating                                    |
| speed   | there and back again project, 76          | lists, 19                                   |
| gearing up and gearing down, 36, 37             | theremin, 103                             | variables, 18–19                            |
| motor, controlling, 23-24, 25                   | threshold, for obstacle avoidance, 61     | uppercase, in Python, 6                     |
| when line following, 71-72                      | ticks_ms() function, 83, 86               | useful inventions                           |
| when stopping before obstacles, 64-65           | time-outs, when avoiding obstacles, 61-62 | for children, 95–97                         |
| SPIKE Prime set                                 | timers                                    | household, 97–100                           |
| Force Sensor, 30                                | in Python, 13                             | overview, 95                                |
| motors in, 23                                   | reaction timer game, 81–84                | for plants, 100-101                         |
| overview, xv                                    | when turning to avoid obstacles, 61–62    | useless inventions, 101–102                 |
| rack-and-pinion mechanisms, 46                  | timer started variable, 83                |   |
| starting code, 2                                | toast tester, 97–98                       | V   |
| spinning top project, 47                        | torque, 36, 37                            | value input                                 |
| spiral, tracing, 58                             | touch sensor, Force Sensor as, 30         | draw column block, 80                       |
| spiro gyro, 105-106                             | tracing shapes                            | for loop, 10–11, 20                         |
| sports projects                                 | overview, 54                              | value(s)                                    |
| ball launcher, 107-108                          | random, 57                                | assigning to variable, 18                   |
| ball over the wall, 108–109                     | regular polygons, 55-56                   | returning from function, 21–22              |
| overview, 107                                   | spiral, 58                                | updating in variable, 18                    |
| tabletop robot, 109                             | square, 54–55                             | variables                                   |
| spur gears (straight-cut gears), 38             | star, 57                                  | creating, 18                                |
| square, tracing, 54-55                          | triangle, 55                              | cycling through lists, 20                   |
| star, tracing, 57                               | zigzag, 58                                | overview. 18                                |
| start_at_power() method, 66                     | traffic light project, 7                  | returning values from functions, 21         |
| <pre>start_beep() method, 3</pre>               | treasure box project, 109–110             | updating, 18-19                             |
| start_sound() method, 3, 4                      | triangle, tracing, 55                     | apacing, 10 17                              |
| start_tank_at_power() method, 73                | tricky dice project, 92                   | W   |
| start_tank() method, 25, 71                     | triple quotes ("""), in Python, 6         |   |
| starting code, Python, 1, 2                     | tripwire, 111                             | wait_for_distance_closer_than()             |
| start() method, 24, 25, 30-31                   | true/false conditions, 14                 | method, 27                                  |
| start moving block, 58                          | tuning PID controller, 74–75              | wait_for_distance_farther_than()            |
| start moving with tank steering at              | turn_degrees() function, 54, 55           | method, 27                                  |
| power block, 73                                 | turn angle, 55, 56                        | wait_for_new_gesture() method, 28           |
| status light, controlling Hub, 5, 6, 7          | turn degrees My Block, 53, 54, 76, 77     | wait_for_new_orientation() method, 28       |
| steering  | turns, executing                          | wait_for_response() function, 90            |
| controlling, 25                                 | to avoid obstacles, 60-62, 63             | wait_for_seconds() method, 9, 19            |
| rack-and-pinion mechanisms, 46                  | overview, 49-50                           | wait_until_color() method, 26, 27           |
| step value, for loop counter, 11                | in Python, 54                             | wait_until_pressed() method, 5-6, 9, 30     |
| stop() method, 24, 25                           | spiro gyro, 106                           | wait_until_released() method, 5-6, 9, 30    |
| stop moving block, 53                           | turn degrees, 53                          | wait_until() function, 27                   |
| stop other stacks block, 83                     | turning left, 51                          | wait for response My Block, 85, 87–88       |

wait for seconds block, 82 walking mechanisms, 42-43, 44 walk signal project, 7 was pressed() method, 6 when Left Button pressed Event block, 82, 83 while loops C to C project, 15 cycling through lists, 20 logical operators, 14 overview, 9, 10 stopping with if statement, 12 turns, executing, 54 updating variables, 18-19 with not, 10, 24, 86 while True loop, 10, 12, 14, 81 Word Blocks programming art, making, 106-107 biomimicry, 112-113

Bop It-style game, 84-86 Cookie Clicker-type game, 79-81 dice roll project, 91 golden cookie project, 93-94 household inventions, 97-100 inventions for children, 95-96 inventions for plants, 100-101 line following, 69, 71-75, 76-78 memory game, 87-89 music projects, 103–105 obstacle avoidance, 77-78 overview, 1, 49-50 reaction timer game, 82-83, 84 security projects, 110-111 sports projects, 108–109 stopping before obstacles, 62, 64-68 tracing shapes, 54-57 tricky dice project, 92

turn degrees, 53
turning left, 51–52
turning right, 50–51, 52
turning to avoid obstacles, 60–62, 63
useless inventions, 102
write block, 50
write() method, 4

X
xylophone, 104

Y
yaw
detecting Hub, 29
using readings to execute turns, 49–54

Z
zigzag, tracing, 58

zigzag strategy, for line following, 69-72