

Robotics 2 Robot C Programming Assignments

4th 9-Weeks

Students will receive competition grades for each VR programming assignment and a weekly work habit evaluation grade. Challenges will count as test grades, work habit will count as a daily grade. Assignments will be completed in order. Students will print or screenshot completed badges after each challenge is complete. Instructions for each assignment and information on the challenges are located *VEX Cortex Video Trainer Using Robot C 2.0* module on each student's assigned computer. Instructions sheets are found in "Google Classroom" Save all programs on your computer using the assignment name. You may create a folder on the desktop with your name on it and save all programs in this file. Once parts are in we will test out your programs on the SwerveBot. Remember to use the SwerveBot as your robot type before you start writing any code.

Programming Assignments	Due Date
Basketball Drill	April 2nd
Sentry Simulations 1	April 4th
SumoBot	April 6th
Power level Inv. Encoder	April 10th
Minefield Challenge	April 15th
Robo Slalom	April 17th
Turn Button	April 24th
Incorporating Function 1	April 30th
Robo Slalom II	May 8th
Robo Shalom III Semester Test Project	May 23th