

persigue-objetos

El reto consiste en que maqueen rastree a derechas o izquierdas (al azar), si hay objetos en un radio menor a 20 cm, si lo encuentra lo persigue.

The image shows a Scratch script for object tracking. It starts with an 'al iniciar' (when green flag clicked) block containing an 'establecer derecha' (set right) block with a 'para' (for) loop and 'escoge al azar verdadero o falso' (pick random true or false) block. This is followed by a 'para siempre' (forever) loop. Inside the loop, there is a 'si' (if) block with two conditions: 'Leer ultrasonidos en cn' (read ultrasonic sensor in cm) < 20 and 'Leer ultrasonidos en cn' (read ultrasonic sensor in cm) ≥ 0. If both are true, it sets 'Motor' (motor) to 'ambos' (both) with 'sentido' (direction) 'avanzar' (forward) and 'velocidad' (speed) 200. If not, there is another 'si' (if) block checking 'derecha' (right) = 'verdadero' (true). If true, it sets 'Motor' to 'izquierdo' (left) with 'sentido' 'avanzar' and 'velocidad' 200, and another 'Motor' to 'derecho' (right) with 'sentido' 'avanzar' and 'velocidad' 0. If false, it sets 'Motor' to 'izquierdo' with 'sentido' 'avanzar' and 'velocidad' 0, and another 'Motor' to 'derecho' with 'sentido' 'avanzar' and 'velocidad' 200. The script ends with two empty 'para siempre' loops.

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