

DIRECTION VOITURE RC

Simulation à l'écran

The screenshot shows the Scratch simulation environment. On the left, there's a stage with a car sprite and two buttons labeled 'GAUCHE' (green) and 'DROITE' (red). Below the stage are 'Appareils' (Gauges) and 'Objets' (Objects) panels. The 'Appareils' panel shows a 'Direction' gauge set to 'Avance'. The 'Objets' panel shows a car sprite. The 'Arrière plan' panel has 'Costumes' and 'Sons' buttons. The main workspace contains a Scratch script with the following logic:

- when clicked
- forever loop:
 - if [Direction] = [Avance] then:
 - toggle back view to [Tourner_a_gauche]
 - if [Direction] = [Droite] then:
 - toggle back view to [Tourner_a_droite]

This screenshot shows the 'Appareils' and 'Objets' panels. The 'Appareils' panel has a 'Direction' gauge set to 'Avance'. The 'Objets' panel has a car sprite. The 'Appareils' panel has a 'Gauges' section with a 'Direction' gauge set to 'Avance'. The 'Objets' panel has a 'Gauges' section with a 'Direction' gauge set to 'Avance'. The 'Appareils' panel has a 'Gauges' section with a 'Direction' gauge set to 'Avance'. The 'Objets' panel has a 'Gauges' section with a 'Direction' gauge set to 'Avance'.

Programme sur l'appareil (Carte Arduino)

The screenshot shows the Scratch interface for the Arduino program. On the left, there's a stage with a car sprite and two buttons labeled 'GAUCHE' (green) and 'DROITE' (red). Below the stage are 'Appareils' (Gauges) and 'Objets' (Objects) panels. The 'Appareils' panel shows a 'Direction' gauge set to 'Avance'. The 'Objets' panel shows a car sprite. The 'Arrière plan' panel has 'Costumes' and 'Sons' buttons. The main workspace contains a Scratch script with the following logic:

- when clicked
- forever loop:
 - if [lire la broche numérique 9] = [0] then:
 - set servo motor 1 to an angle of 0
 - if [lire la broche numérique 9] = [1] then:
 - set servo motor 1 to an angle of 90