

tinyBotBigWave

The screenshot shows the tinyBotBigWave software interface. The window title is "mimicBlock tinyBotBigWave.abp". The top menu bar includes "New", "Save", "Save As", "Open", "Upload to Arduino", and "Serial Monitor". The left sidebar contains a list of categories: Control, Pins, Tests, Math Operators, Variables/Constants, Generic Hardware, Communication, mimicArm, inputBox, and Racer. The main workspace displays a block-based program with a "program" block containing a "setup" block with a "Robot Move" block, and a "loop" block with five "Robot Move" blocks. Each "Robot Move" block has "channel" and "position" parameters. The "channel" values are 3, 1, 1, 1, and 3, and the "position" values are 200, 150, 50, and 127. The bottom status bar includes "Save as image...", "Go to Web Site", and "v 21040826 (beta)".

mimicBlock tinyBotBigWave.abp

New Save Save As Open Upload to Arduino Serial Monitor

Control Pins Tests Math Operators Variables/Constants Generic Hardware Communication mimicArm inputBox Racer

program

setup

Robot Move

loop

Robot Move channel 3 position 200

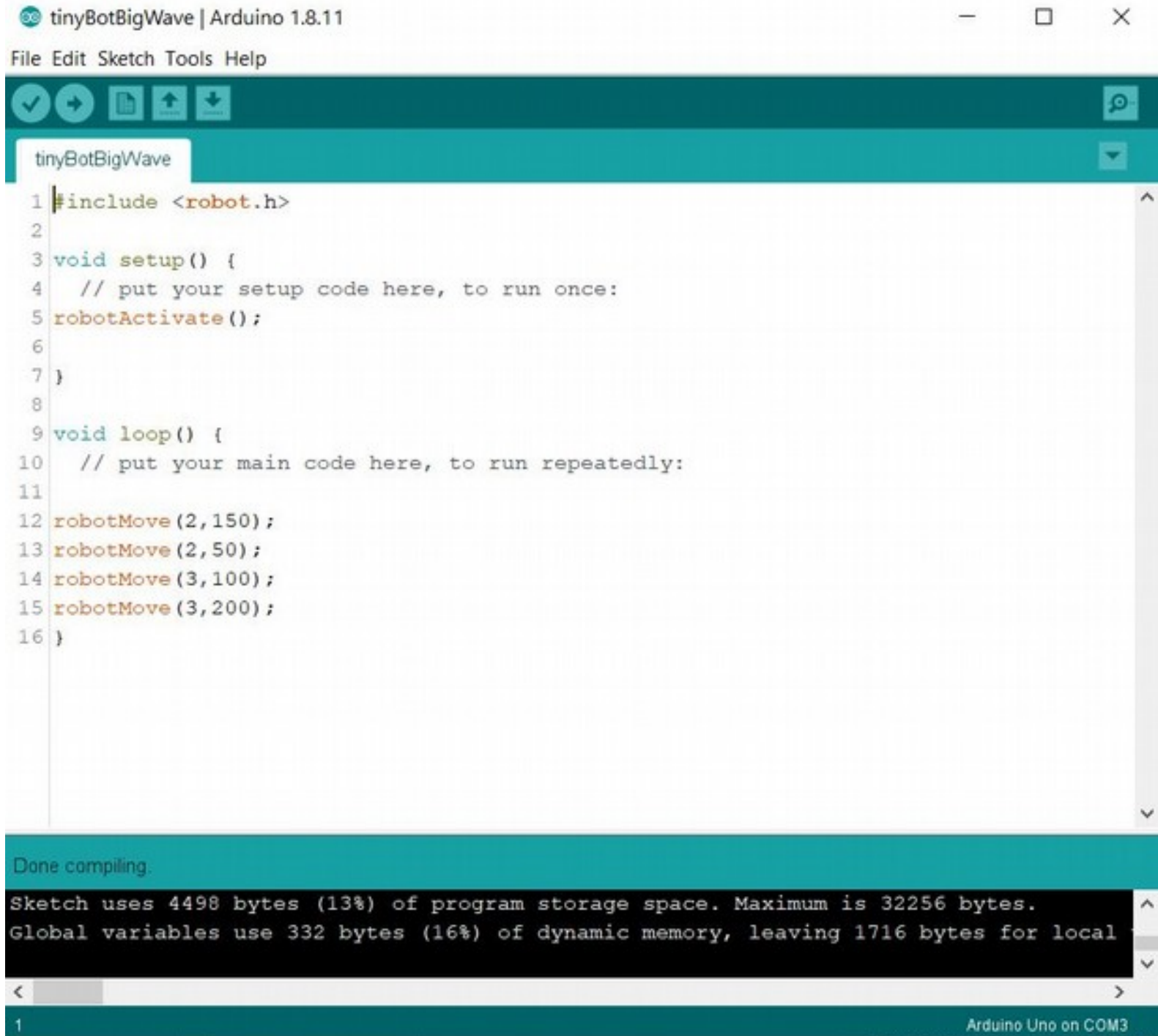
Robot Move channel 1 position 150

Robot Move channel 1 position 50

Robot Move channel 3 position 127

Save as image... Go to Web Site v 21040826 (beta)

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The image shows a screenshot of the Arduino IDE interface. The title bar reads "tinyBotBigWave | Arduino 1.8.11". The menu bar includes "File", "Edit", "Sketch", "Tools", and "Help". The toolbar contains icons for saving, running, uploading, and downloading. The main editor window shows the following code:

```
1 #include <robot.h>
2
3 void setup() {
4   // put your setup code here, to run once:
5   robotActivate();
6
7 }
8
9 void loop() {
10  // put your main code here, to run repeatedly:
11
12  robotMove(2,150);
13  robotMove(2,50);
14  robotMove(3,100);
15  robotMove(3,200);
16 }
```

At the bottom, the status bar shows "Done compiling." and a message box with the following text:

```
Sketch uses 4498 bytes (13%) of program storage space. Maximum is 32256 bytes.
Global variables use 332 bytes (16%) of dynamic memory, leaving 1716 bytes for local
```

The bottom status bar also indicates "1" on the left and "Arduino Uno on COM3" on the right.