

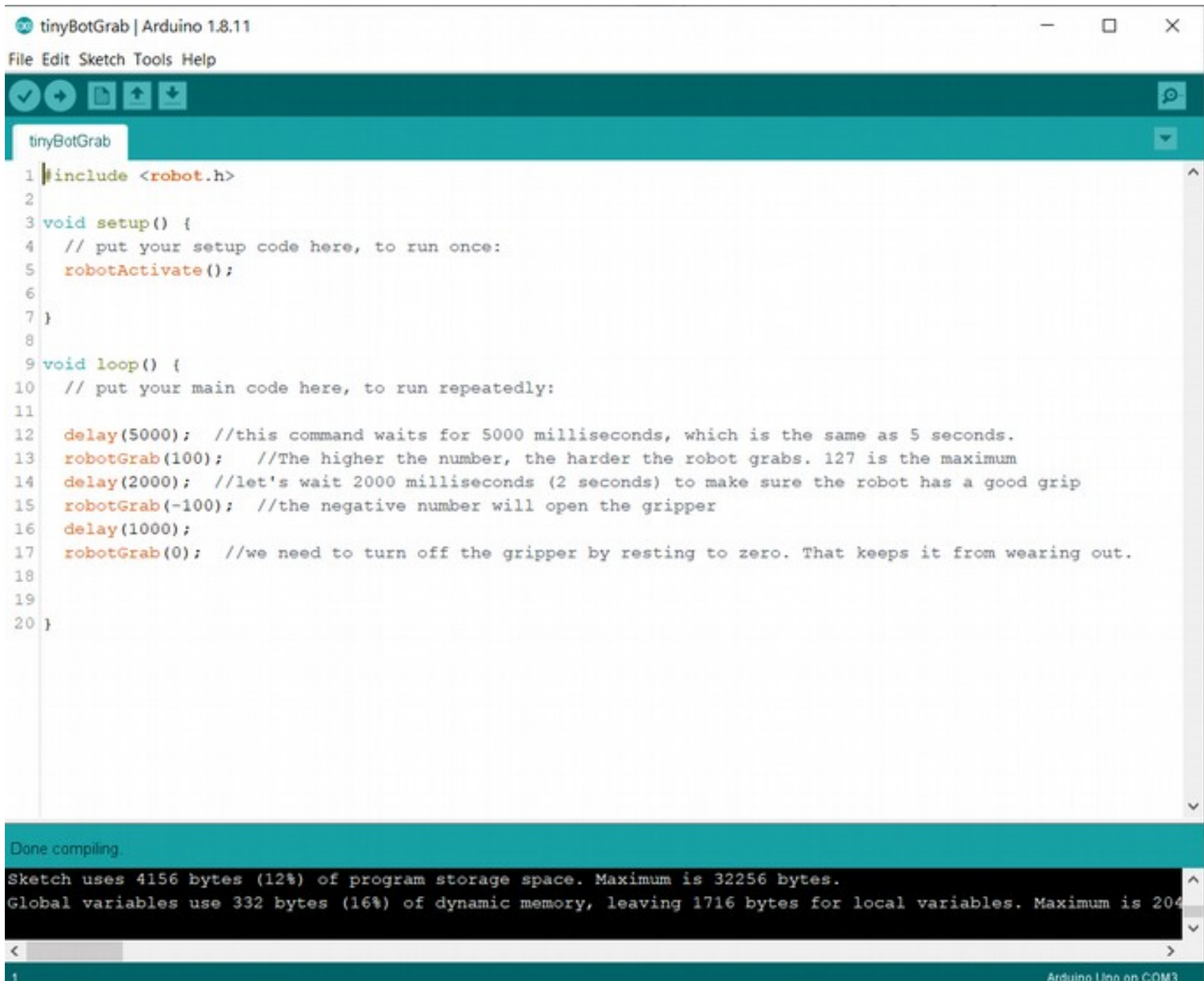
tinyBotBigWave

The screenshot shows the mimicBlock IDE interface for a file named "mimicBlock tinyBotGrab.abp". The top toolbar includes buttons for "New", "Save", "Save As", "Open", "Upload to Arduino", and "Serial Monitor". On the left, a vertical menu lists various block categories: Control, Pins, Tests, Math Operators, Variables/Constants, Generic Hardware, Communication, **mimicArm**, inputBox, and Racer. The main workspace contains a "program" block with the following sequence of actions:

- setup**
 - Robot Home
- loop**
 - delay **MILLIS** milliseconds 5000
 - Robot Grab force 100
 - delay **MILLIS** milliseconds 2000
 - Robot Grab force -100
 - delay **MILLIS** milliseconds 1000
 - Robot Grab force 0

At the bottom of the IDE, there are buttons for "Save as image...", "Go to Web Site", and the version number "v 21040826 (beta)".

tinyBotBigWave



The image shows a screenshot of the Arduino IDE interface. The window title is "tinyBotGrab | Arduino 1.8.11". The menu bar includes "File", "Edit", "Sketch", "Tools", and "Help". The toolbar contains icons for saving, running, and other functions. The main editor area 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  delay(5000); //this command waits for 5000 milliseconds, which is the same as 5 seconds.
13  robotGrab(100); //The higher the number, the harder the robot grabs. 127 is the maximum
14  delay(2000); //let's wait 2000 milliseconds (2 seconds) to make sure the robot has a good grip
15  robotGrab(-100); //the negative number will open the gripper
16  delay(1000);
17  robotGrab(0); //we need to turn off the gripper by resting to zero. That keeps it from wearing out.
18
19
20 }
```

At the bottom of the IDE, a status bar shows the compilation results:

```
Done compiling.
Sketch uses 4156 bytes (12%) of program storage space. Maximum is 32256 bytes.
Global variables use 332 bytes (16%) of dynamic memory, leaving 1716 bytes for local variables. Maximum is 2048 bytes.
```

The bottom status bar also indicates "Arduino Uno on COM3".