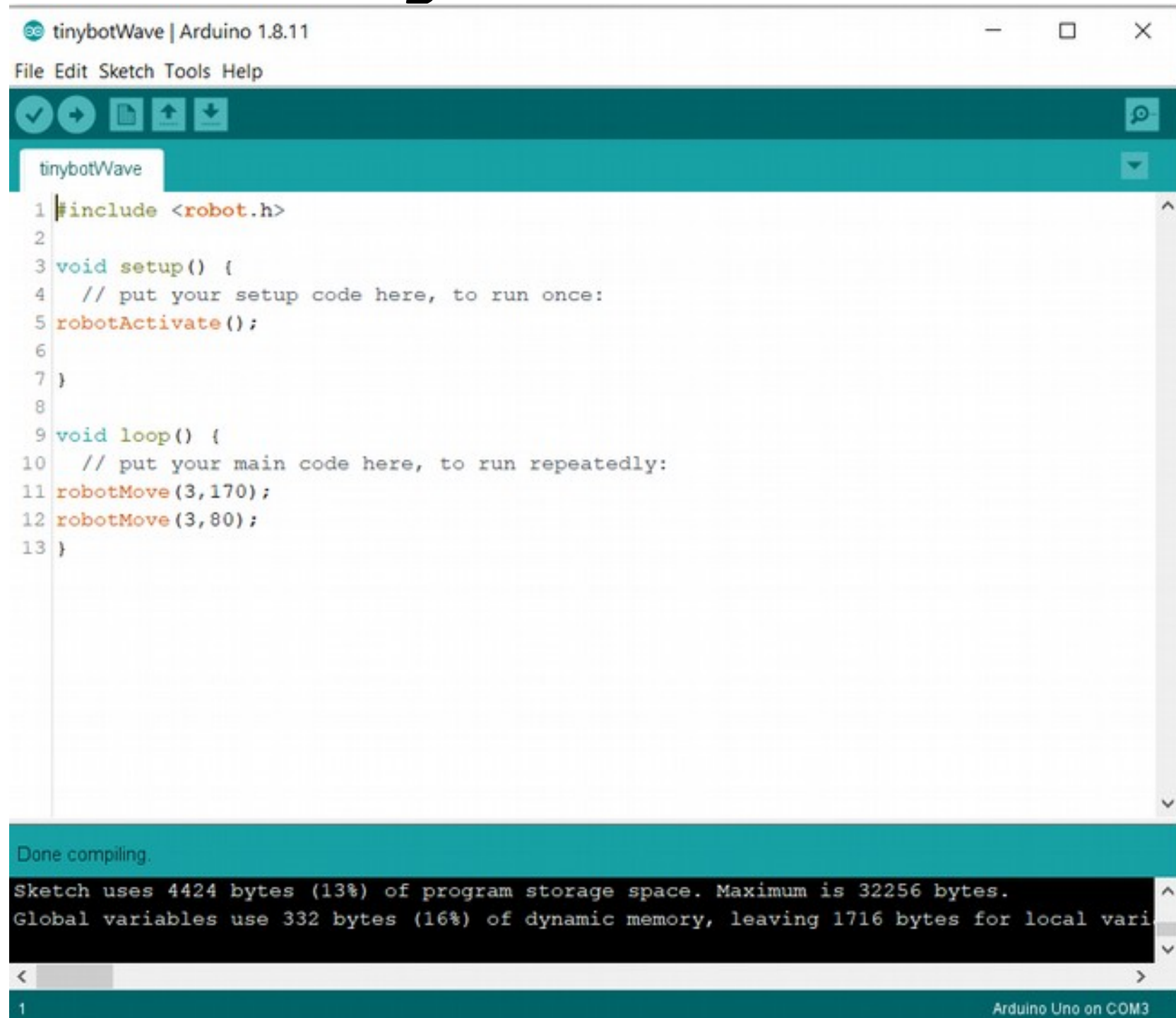


tinyBotWave

The screenshot displays the tinyBotWave software interface. At the top, the window title is "mimicBlock tinyBotWave.abp". The interface includes a menu bar with buttons for "New", "Save", "Save As", "Open", "Upload to Arduino", and "Serial Monitor". On the left side, there is a vertical toolbar with various function categories: Control, Pins, Tests, Math Operators, Variables/Constants, Generic Hardware, Communication, mimicArm, inputBox, and Racer. The main workspace contains a block-based program. The program starts with a "setup" block containing a "Robot Home" block. This is followed by a "loop" block containing three "Robot Move" blocks. The first "Robot Move" block has a "channel" of 3 and a "position" of 170. The second "Robot Move" block has a "channel" of 3 and a "position" of 80. The third "Robot Move" block has a "channel" of 3 and a "position" of 80. At the bottom of the interface, there are buttons for "Save as image...", "Go to Web Site", and the version number "v 21040826 (beta)".

tinyBotWave



The image shows a screenshot of the Arduino IDE interface. The window title is "tinybotWave | 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 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  robotMove(3,170);
12  robotMove(3,80);
13 }
```

Below the code editor, the status bar shows "Done compiling." and the following memory usage information:

```
Sketch uses 4424 bytes (13%) of program storage space. Maximum is 32256 bytes.
Global variables use 332 bytes (16%) of dynamic memory, leaving 1716 bytes for local variables.
```

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