



Q-scout Series Course

Section 6:
《The Tracking Guards》

Curriculum objectives

Knowledge and skills (Technical)

- 1 Learn the knowledge of line tracking sensor, master its working principle and programming methods.
2. Know well the usage of "operation" module in programming and programming of multi-conditional judgment.
3. Learn computer programming, connection and program download.

Knowledge and skills (Cognitive)

1. Improve logical thinking ability by analyzing the recognition of black line by line tracking sensor
2. Driven by patrol tasks. Stimulate students' ability of 'study in practice' and ability to make reflection of technical knowledge into real life.

Knowledge and skills (Emotional attitude and values)

1. Cultivate students' positive life attitude, and make them feel optimistic about life.

Curriculum introduction

All schools players are to participate in the upcoming sports meet and they will perform in front of their parents, watching game. In order to maintain safety, and to keep watch on the tracking line (in the ground) security officers are on the alert and patrolling around the ground. Our Q-scout also wants to become the part of tracking team by joining those security officers.



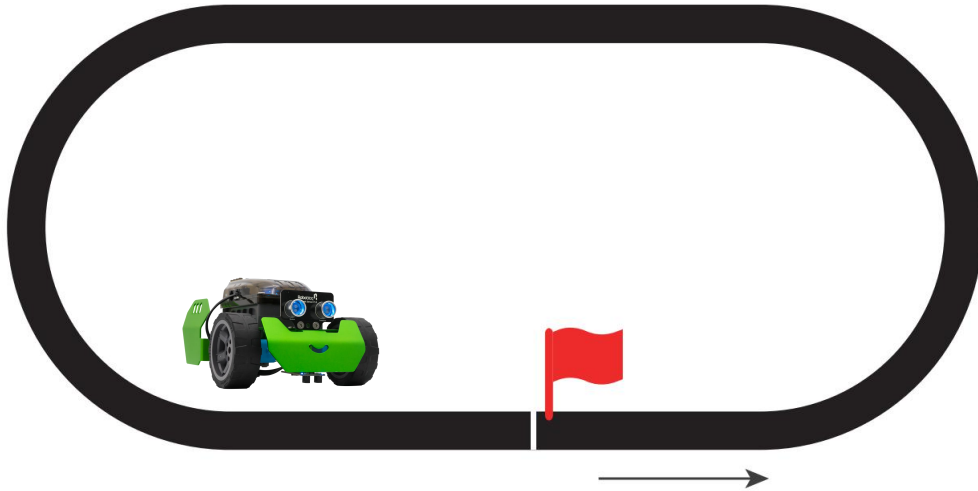
Curriculum introduction



As a tracking guards, Q-scout needs to complete the task of tracking around the school on a designated route to ensure the safety during the event.

Task analysis

- The Q-scout should be able to patrol along a certain route without any deviation. We need to think about:
1. How to make our Q-scout know that it is following a line?
 2. How does the Q-scout to take turn on the ellipsoidal line, without moving from the line?



Knowledge explanation

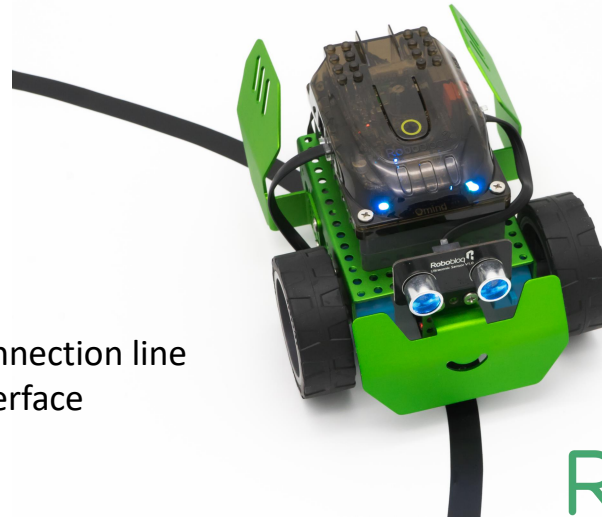
Line Follow Sensor:

The line follow sensor, which is installed at the bottom of the Q-scout to determine whether it is following the route or not, can detect black lines on a white background, helps the robot to track a white or black line.



Line Follow Sensor

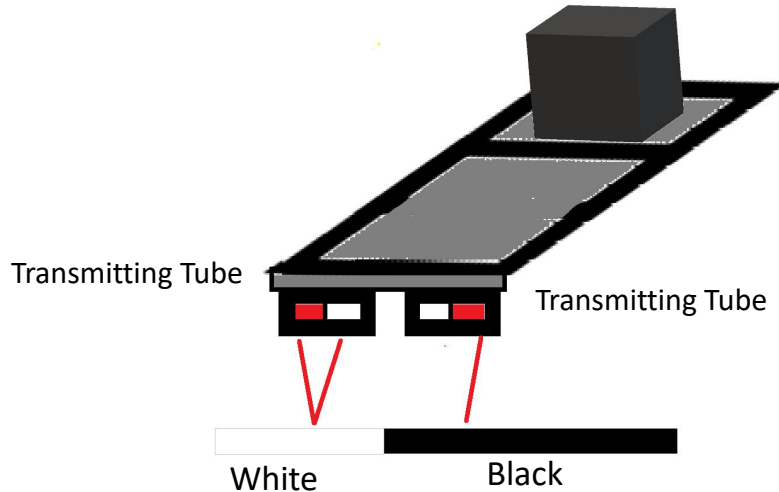
Connection line interface



Knowledge explanation

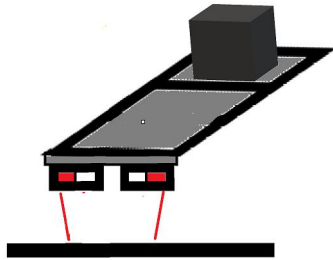
Learn to use line follow sensor:

The principle of the line follow sensor is to emit light through the infrared transmitter tube. If the light gets reflected back, the light will be received by the receiver tube. The intensity of the reflected light varies on the basis of white or black background, from where the light is getting reflected. And on the basis of high or low intensity of the reflected light, the sensor can identify white or black line.

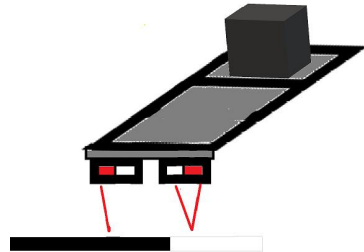


Knowledge explanation

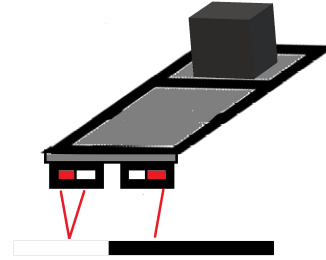
Based on the intensity or data signal returned by the line follow sensor on the left and right side of the receiving tube, four return numbers of 0, 1, 2, and 3 are used to represent the communication number of the receiving tube which are transmitted to the main control board.



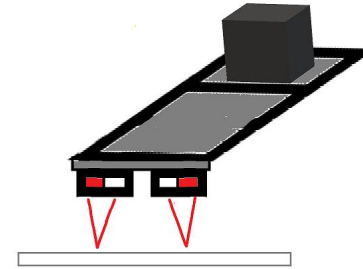
number=0 condition



number=1 condition



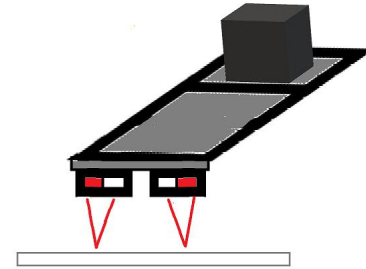
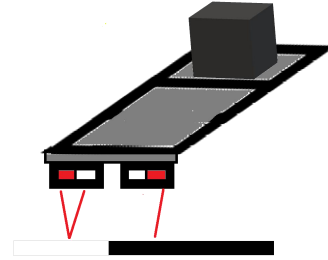
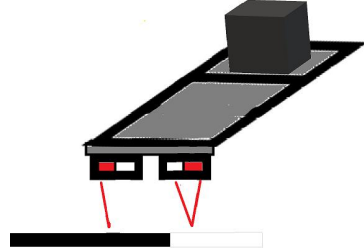
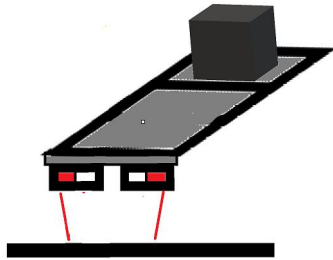
number=2 condition



number=3 condition

Knowledge explanation

Using the line follow sensor to receive the data signals returned by the tubes on the left and right, when Q-scout deviate from the line, they adjust the route by turning bot to left or right.



number=0—go straight

number=2—turn right

number=1—turn left

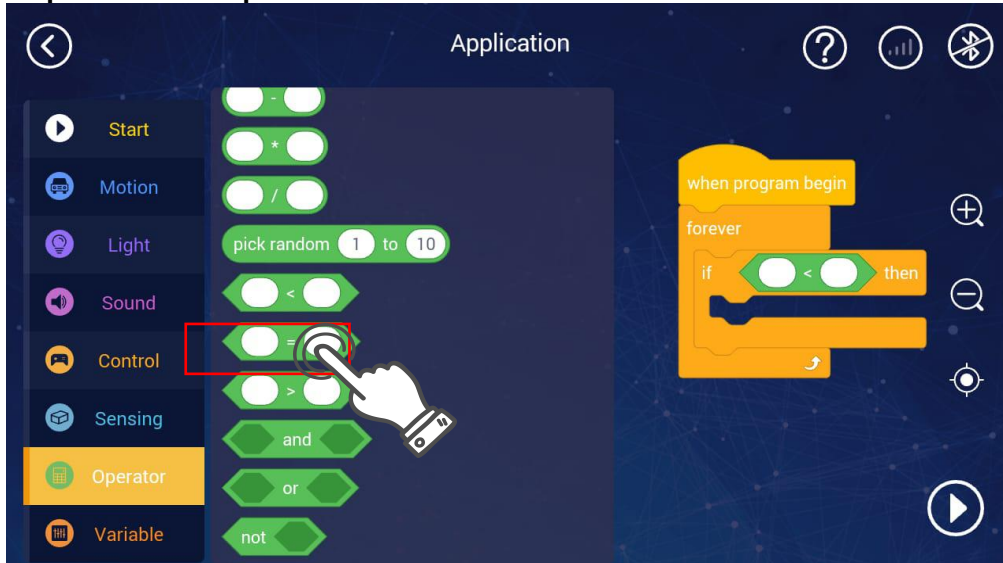
number=3—stop



Knowledge explanation

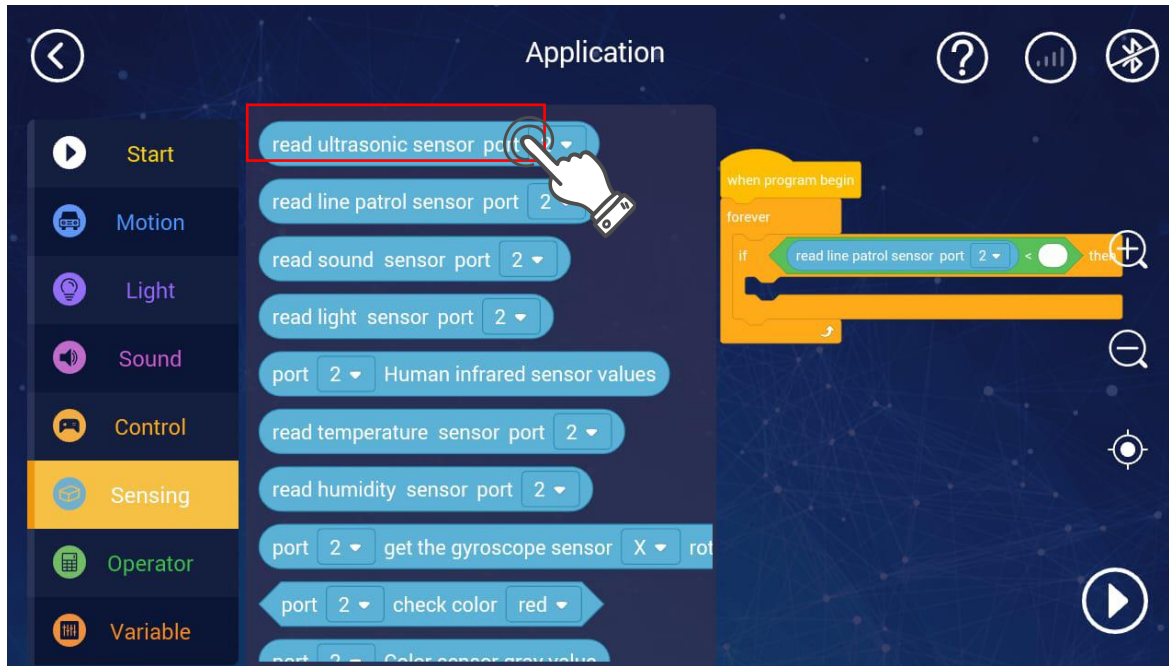
Learning operators module:

Depending on the requirement of the operators such as “addition, subtraction, multiplication and division operations, random numbers, greater than, equal to, less than” and others, the return value by the sensor can be written on the left or the right side of "equals to" operator icon.



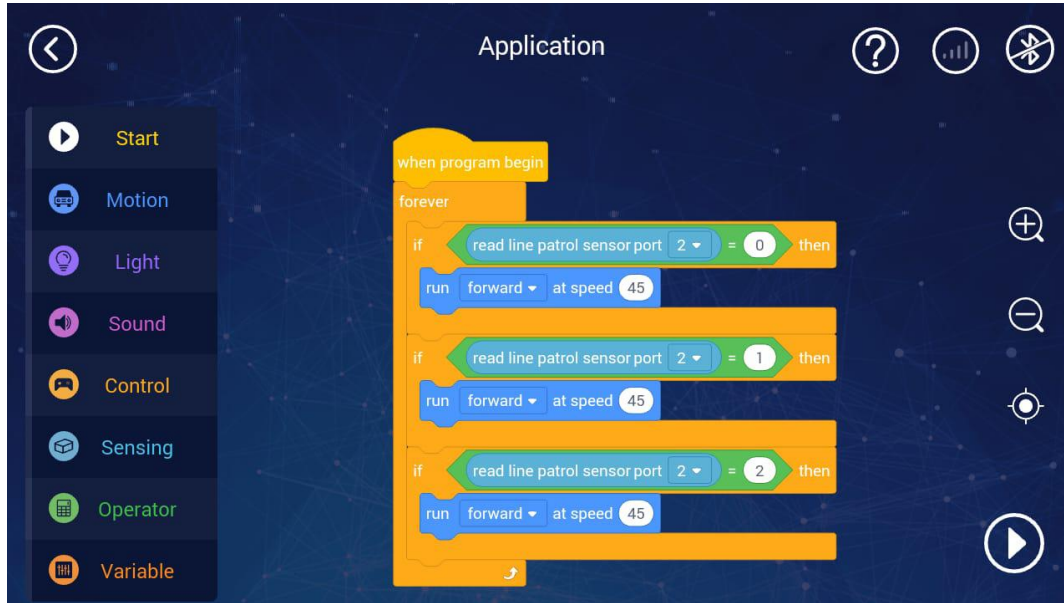
Hands-on practice

1. Drag the icon of line tracking sensor to the programming area from the control module area. Then pick the right port (port 1, 2, 3, or 4) on which the line tracking sensor is connected.



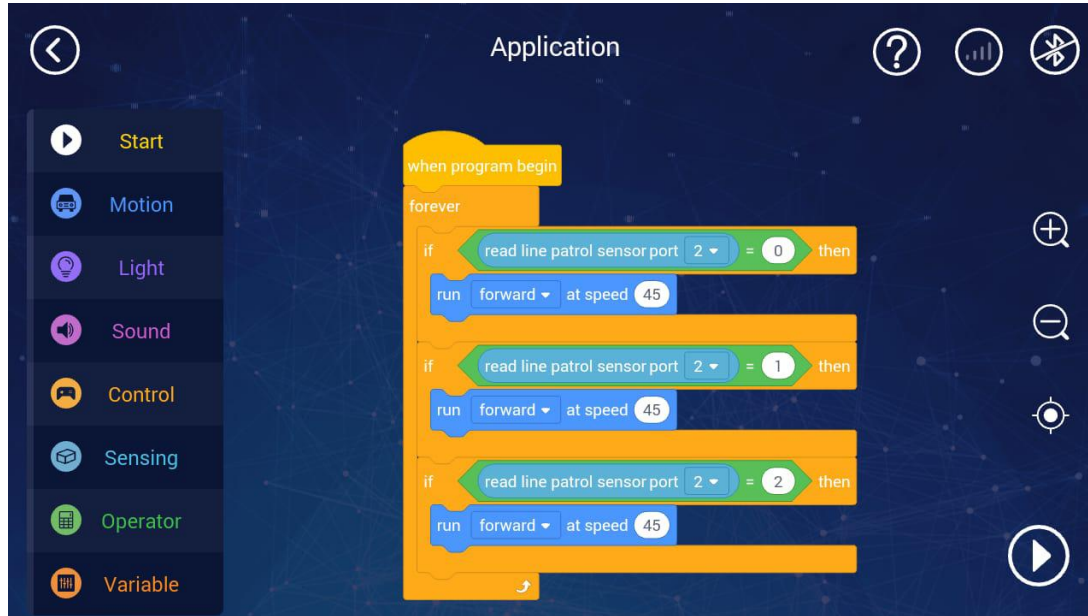
Hands-on practice

1. Enter the appropriate number as per the return value of the line tracking sensor to the right side of the "equal" operation icon.
2. Set the movement condition of Q-scout according to the return value.



Hands-on practice

Add the conditional statement, set the motion condition of other return numbers of line tracking sensor, and complete the tracking program of Q-scout.

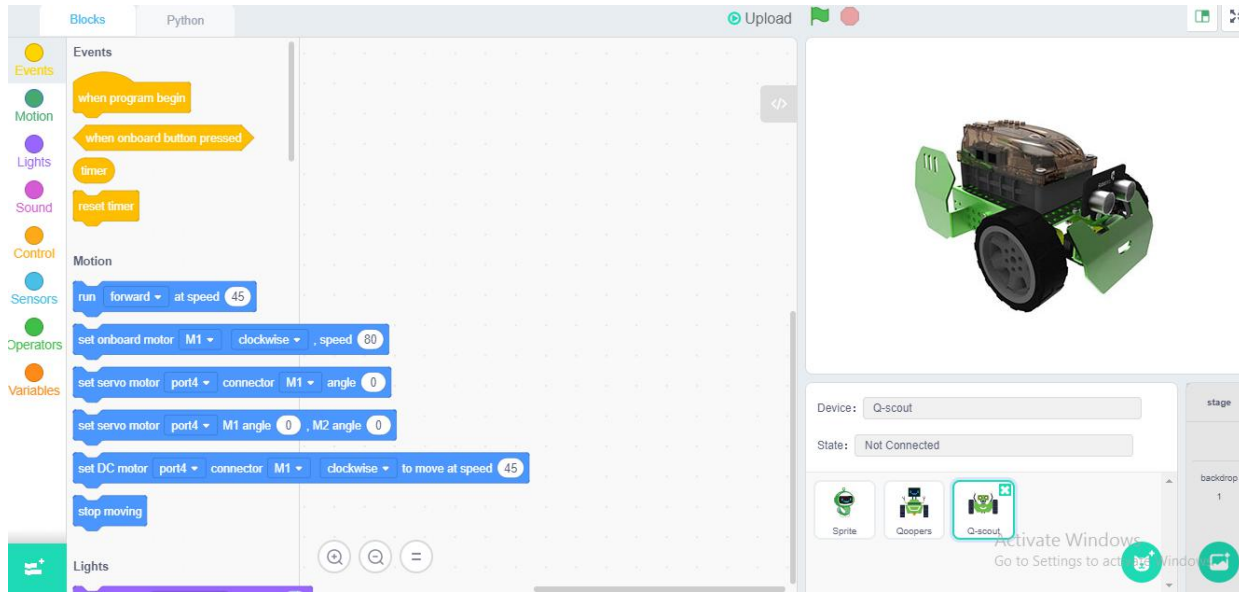


The screenshot shows the Scratch IDE interface with a script titled "Application". The script is as follows:

```
when program begin
  forever
    if read line patrol sensor port 2 = 0 then
      run forward at speed 45
    if read line patrol sensor port 2 = 1 then
      run forward at speed 45
    if read line patrol sensor port 2 = 2 then
      run forward at speed 45
```

Hands-on practice

In addition to being able to write programs to control Q-scout by mobile phone application, you can also write programs on the computer terminal to make Q-scout run, Open the Robobloq programming software and enter into the programming interface.



The screenshot displays the Robobloq programming environment. On the left, a sidebar lists categories: Events, Motion, Lights, Sound, Control, Sensors, Operators, and Variables. The main workspace contains a sequence of blocks: 'when program begin', 'when onboard button pressed', 'timer', 'reset timer', 'run forward at speed 45', 'set onboard motor M1 clockwise speed 80', 'set servo motor port4 connector M1 angle 0', 'set servo motor port4 M1 angle 0, M2 angle 0', 'set DC motor port4 connector M1 clockwise to move at speed 45', and 'stop moving'. The right panel shows a 3D model of the Q-scout robot. Below the model, the device is identified as 'Q-scout' and the status is 'Not Connected'. A bottom toolbar includes icons for 'Sprite', 'Coopers', and 'Q-scout', along with a search icon and a help icon.

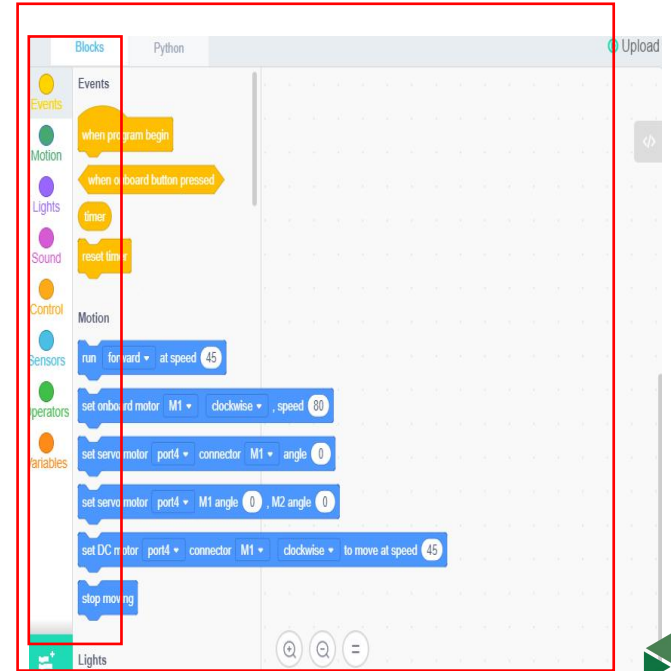
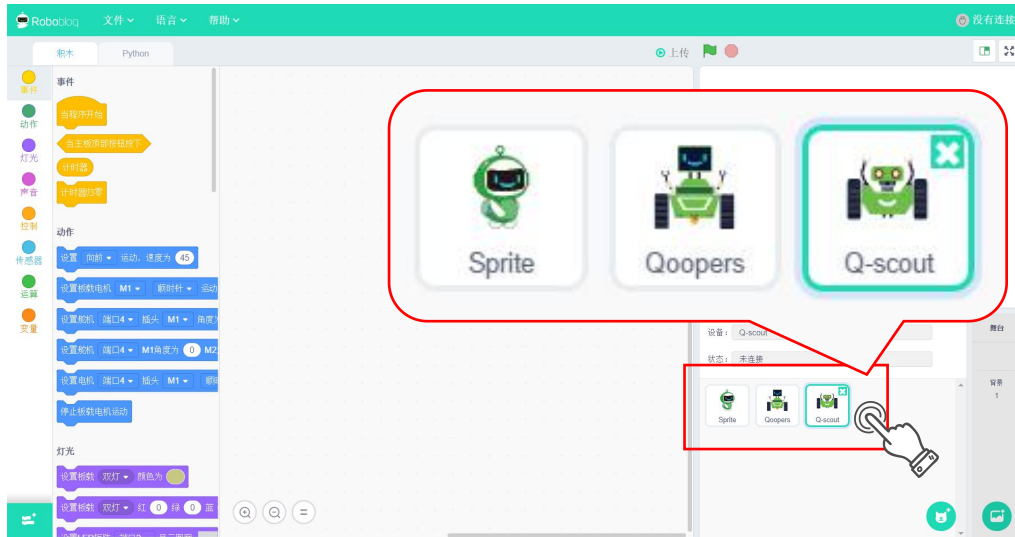


Robobloq

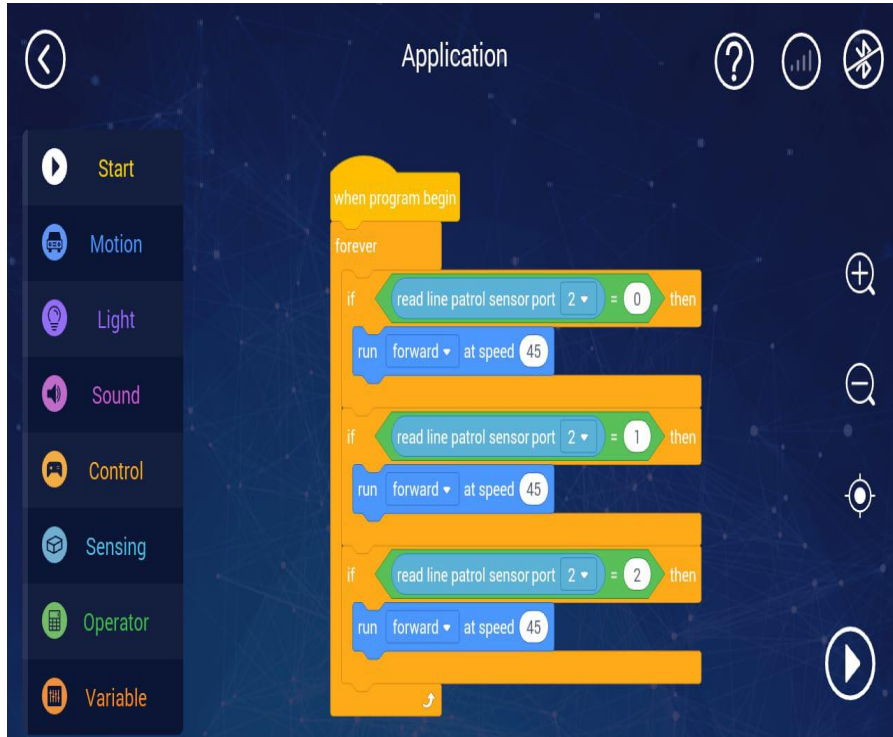


Hands-on practice

Click on the Q-scout icon in the lower right corner of the screen, go to the programming module area, and compare the listed programming modules on the PC to the programming modules of mobile and see differences.



Hands-on practice

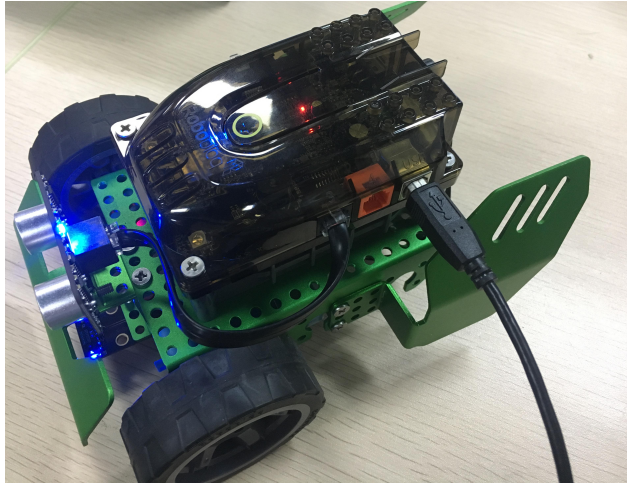


Referring to the program written using the mobile phone programming software, write Q scout patrol program using Roboblox PC software.

Hands-on practice

How to Q-scout to PC and download the software

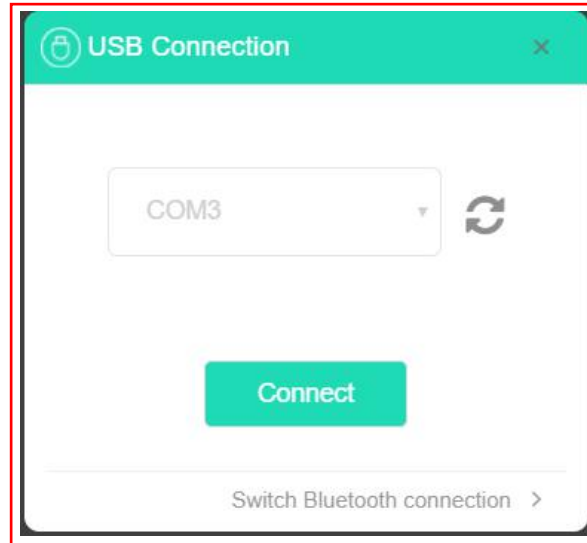
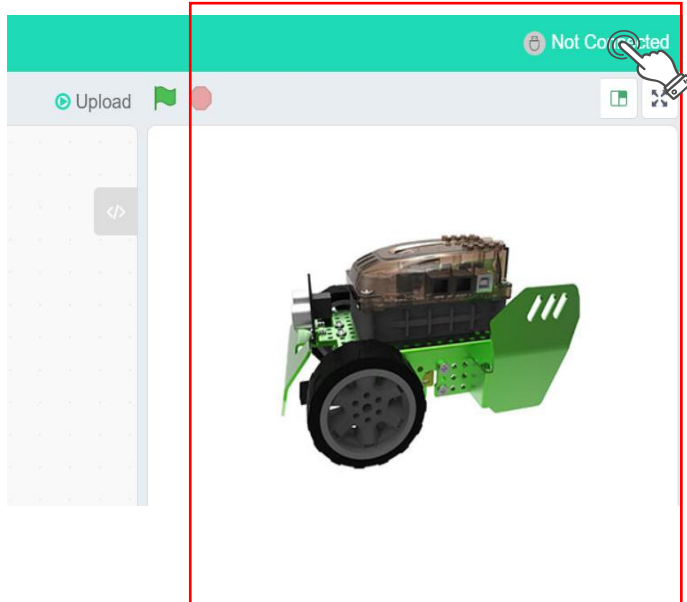
1. One side of the USB port will be connected to the Q-scout and other side to the PC, once connected, the on-board Lights of the Q-scout will be automatically turned ON.



Hands-on practice

How to Q-scout to PC and download the software

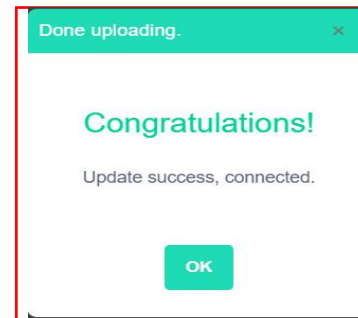
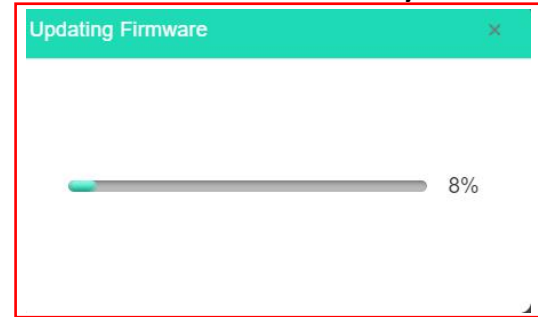
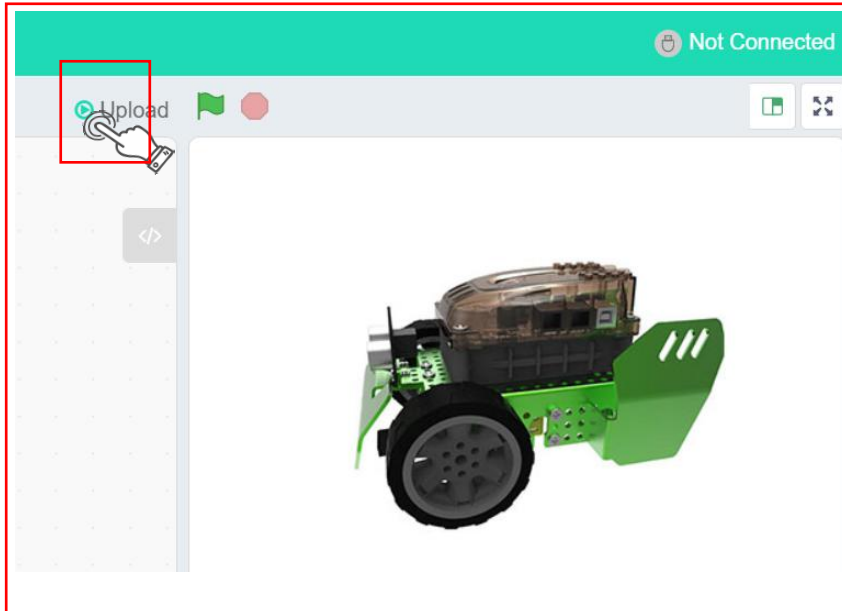
2. The software interface displays the connection status with Q-scout. Click “no connection” and select right COM3 port number.



Hands-on practice

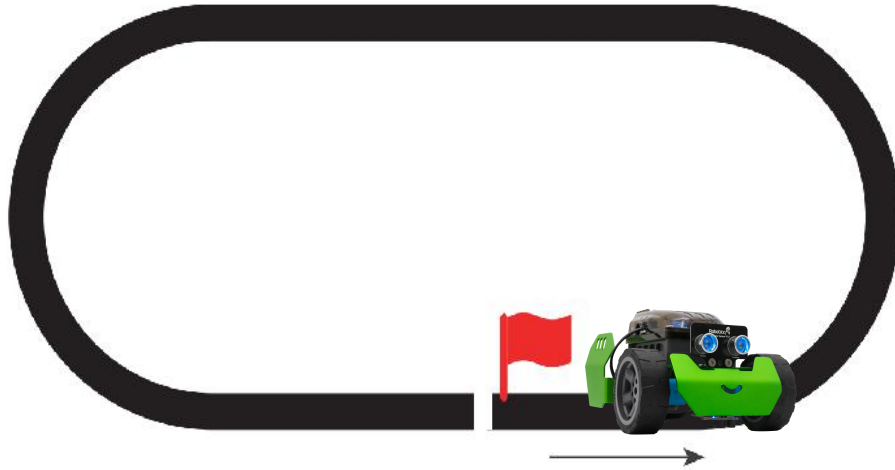
How to Q-scout to PC and download the software

3. Click the upload icon in the programming area and wait for the upload completion window to show the success message, it shows downloaded successfully, then turn On the Q scout switch.



Extends

A patrolling Q-scout walks along the circle which need to be stopped before the red flag. Mark a white line immediately before the red flag so that upon the detection of that white line our Q-scout can stop. Write a program for this scenario.



Conclusion and reflection

1. When a Q-scout is on patrol mode, it rarely deviates from the track or even runs off the track while it is following black tracking line. If there is any deviation, it automatically debug the program and fix the error.



Copyright Information

The copyright of this material belongs to our company. Unauthorized dissemination or plagiarism will be investigated and legal responsibility will be affixed. The company has the final right of interpretation.

Company: Robobloq Co., Ltd

Address: Room 208, Building B53, Zhongchuang Industrial park, Liuxian Avenue, Taoyuan Street, Nanshan District of Shenzhen

E-mail: hello@robobloq.com

Telephone: + 86-0755 -26926929

Website: <http://www.robobloq.com>

