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//#include <Ultrasonic.h>

// CARL CODE - SRF04 based

##include <NewPing.h>

// Pin defines for motor - outputs

#define MPIN1B 5 // motor 1 pin B
#define MPIN1A 6 // motor 1 pin A
#define MPIN2A 9 // motor 2 pin A
#define MPIN2B 10 // motor 2 pin B

// SRF04 pin definitions

#define TRIGGER_PIN A2 // Arduino pin tied to trigger pin on the ultrasonic sensor.
#define ECHO_PIN A3 // Arduino pin tied to echo pin on the ultrasonic sensor.
#define MAX_DISTANCE 200 // Maximum distance we want to ping for (in centimeters). Maximum sensor distance is rated at 400-500cm.
#define REDPIN 1
#define GREENPIN 3
#define BLUEPIN 4

>NewPing sonar(TRIGGER_PIN, ECHO_PIN, MAX_DISTANCE); // NewPing setup of pins and maximum distance.

// Variables
int rSpeed = 195; // robot's max speed (used in Move() calculations)
int TS1 = 75; // turn speed 1
int FS = 75; // forward speed: the speed at which both motors turn at
// move function - we pass a speed for each wheel m1,m2 - as a percentage 0-100

void Move(int m1, int m2) {
// for each motor, one pin is held low, the other pin is toggled - this is called sign-magnitude drive
// the other drive method uses two pwm signals, anitphase to each other and is called locked antiphase

if (m1 < 0) { // for reverse - not used
analogWrite(MPIN1A, rSpeed * abs(m1) / 100);
analogWrite(MPIN1B, 0);
}
else { // normal operation
analogWrite(MPIN1A, 0);
analogWrite(MPIN1B, rSpeed * m1 / 100);
}

if (m2 < 0) { // for reverse - not used
analogWrite(MPIN2A, rSpeed * abs(m2) / 100);
analogWrite(MPIN2B, 0);
}
else { // normal operation
analogWrite(MPIN2A, 0);
analogWrite(MPIN2B, rSpeed * m2 / 100);
}
}

void Stop( int delayms){
RGBled(REDPIN, GREENPIN, BLUEPIN, 1, 0, 0); //RED
Move(0,0);
delay(delayms);
}

void Forward(int delayms){
RGBled(REDPIN, GREENPIN, BLUEPIN, 0, 1, 0); //GREEN
Move(-80,-80);
delay(delayms);
Move(0,0);
}

void Reverse(int delayms){
RGBled(REDPIN, GREENPIN, BLUEPIN, 0, 0, 1); //BLUE
Move(80,80);
delay(delayms);
Move(0,0);
}

void TurnRight(int delayms){
RGBled(REDPIN, GREENPIN, BLUEPIN, 1, 1, 0); //YELLOW
Move(-100,100);
delay(delayms);
Move(0,0);
}

void TurnLeft(int delayms){
RGBled(REDPIN, GREENPIN, BLUEPIN, 0, 1, 1); //CYAN
Move(100,-100);
delay(delayms);
Move(0,0);
}

void RGBled(int redPin, int greenPin, int bluePin, int redValue, int greenValue, int blueValue){
// pinMode(redPin,OUTPUT);
pinMode(greenPin,OUTPUT);
pinMode(bluePin,OUTPUT);
//digitalWrite(redPin, redValue);
}

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digitalWrite(greenPin, greenValue);
digitalWrite(bluePin, blueValue);
}

void activeBuzzer(int pin, int duration_ms){
pinMode(pin, OUTPUT);
digitalWrite(pin,HIGH);
delay(duration_ms);
digitalWrite(pin,LOW);
}

void passiveBuzzer(int pin, int duration_ms){
pinMode(pin, OUTPUT);
digitalWrite(pin,HIGH);
delay(duration_ms);
digitalWrite(pin,LOW);
}

// Setup - runs once
void setup() {
Serial.begin(115200); // serial for serial port
pinMode(MPIN1B,OUTPUT); // set motor pin as output
pinMode(MPIN1A,OUTPUT); // set motor pin as output
pinMode(MPIN2A,OUTPUT); // set motor pin as output
pinMode(MPIN2B,OUTPUT); // set motor pin as output
Stop(2000);
activeBuzzer(11, 500);
//passiveBuzzer(11,500);
}

// main loop - runs infinitely
void loop() {
//Serial.print("Ping: ");
//Serial.print(sonar.ping_cm()); // Send ping, get distance in cm and print result (0 = outside set distance range)
//Serial.println("cm");
//Forward(500);
Forward(710);
Stop(400);
TurnRight(635); //360 degree turn
Stop(400);
Reverse(760);
Stop(400);
TurnRight(520);
Stop(400);
Forward(680);
Stop(400);
TurnLeft(360);
Stop(400);
Forward(1130);
Stop(400);
TurnRight(360);
Stop(400);
Forward(650);
Stop(400);
Forward(1300);
Stop(400);
Reverse(715);
Stop(400);
Forward(720);
Stop(400);
TurnRight(2000);

activeBuzzer(11, 500);
Stop(10000);
activeBuzzer(11, 500);
//passiveBuzzer(11,500);
}

//Move(75,0):delay(500); // back to the right 90deg
//Move(0,75):delay(500); // back to the left 90deg
//Move(-75,0):delay(500); // fwd to the right 90deg
//Move(0,-75):delay(500); // fwd to the left 90deg

/*
if(sonar.ping_cm()<= 1){
Move(0,0):delay(250); // stop
Move(0,75):delay(600); Move(0,0):delay(250); // back to the left 90deg
Move(-75,-75):delay(750); Move(0,0):delay(250); // fwd for 250 secs
Move(75,0):delay(500); Move(0,0):delay(250); // back to the right 90deg
Move(-75,-75):delay(1000); Move(0,0):delay(250); // fwd for 500 secs
Move(75,0):delay(600); Move(0,0):delay(250); // back to the right
Move(-75,-75):delay(700); Move(0,0):delay(250); // fwd for 250 secs
Move(0,75):delay(750); Move(0,0):delay(250); // back to the left 90deg
Move(-75,-75):delay(300); Move(0,0):delay(250); // fwd for 500 secs
Move(0,0):delay(10000);
}

```

```
Move(-75,-75);  
*/
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