

Open Roberta (Blockly-based)



Andrea Sterbini – sterbini@di.uniroma1.it

Open Roberta

Simple visual robot/microcontroller programming

Built with Blockly

<https://lab.open-roberta.org>

Transforms visual programs to Python/Java/C/C++

Deploys the program on the robot

Runs the program on the robot (or on the PC)

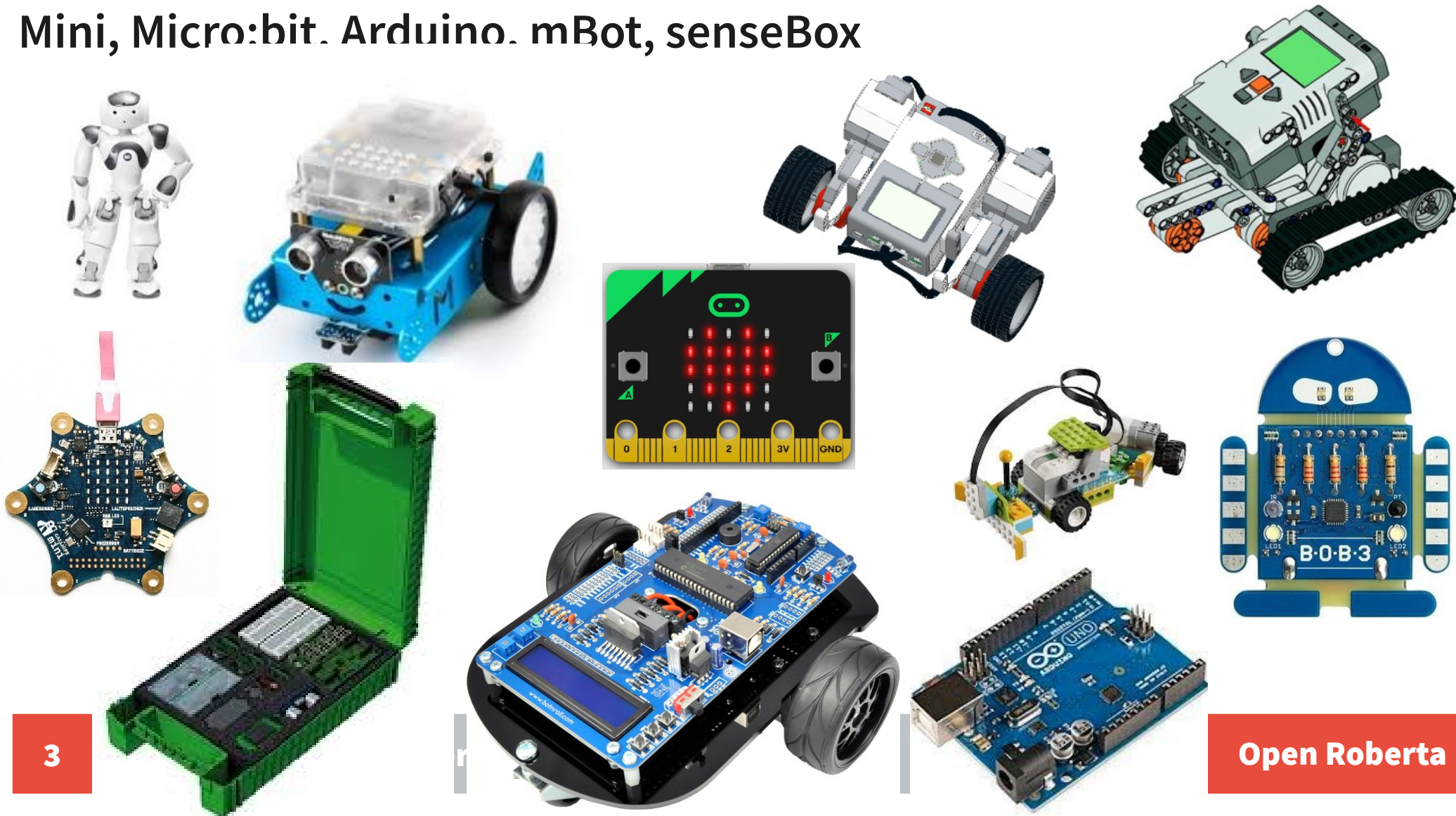
Visual interface to the robot configuration details

Motors, sensors, wheels geometry, LCD displays, LEDs, ports, shields

Open Roberta

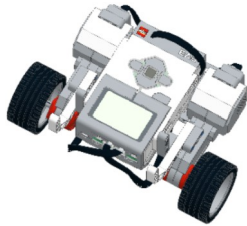
Many robots and embedded systems supported

NAO, BOB3, Lego WeDo 2, Lego EV3, Lego NXT, Bot'n Roll, Calliope Mini, Micro:bit, Arduino, mBot, senseBox

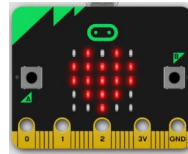


Many languages

Python: Lego EV3



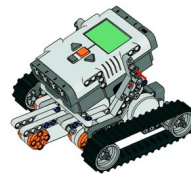
micro:bit



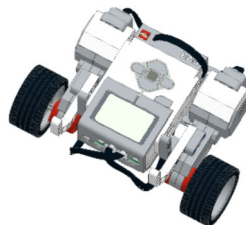
NAO



C/C++: Arduino, Bot'n roll, Lego NXT, BOB3, SenseBox, mBot, Calliope



Java: Lego EV3



Json: Lego WeDo (runs on PC)



Visual Robot configuration

MBOT

- Port 1 infrared sensor
- Port 2 light sensor
- Port 3 ultrasonic sensor
- Port 4
- Motor M1 geared motor
side left
- Motor M2 geared motor
side right

- LCD 1602 L2
- RS 12
- E 11
- D4 5
- D5 4
- D6 3
- D7 2
- VSS GND
- VDD 5V
- V0 Vp
- RW GND

- LED L
- input 13
- GND GND

- LCD 1602 I²C L3
- GND GND
- VCC 5V
- SDA A4
- SCL A5

- step motor S
- IN1 6
- IN2 5
- IN3 4
- IN4 3
- GND GND
- VCC 5V

- relay SRD-05VDC-SL-C R
- IN 6
- GND GND
- VCC 5V

- motion sensor HC-SR501 M
- output 7
- GND GND
- VCC 5V

- humidity sensor DHT11 H
- output 2
- GND GND
- VCC 5V

Arduino

EV3

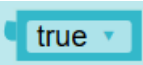
- wheel diameter 5.6 cm
- track width 18 cm
- Sensor 1 touch sensor
- Sensor 2 gyroscope
- Sensor 3 colour sensor
- Sensor 4 ultrasonic sensor
- Motor A
- Motor B big motor
regulation yes
direction of rotation forwards
side right
- Motor C big motor
regulation yes
direction of rotation forwards
side left
- Motor D

Data types

Number



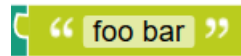
Boolean



List of <T>



String



Connection

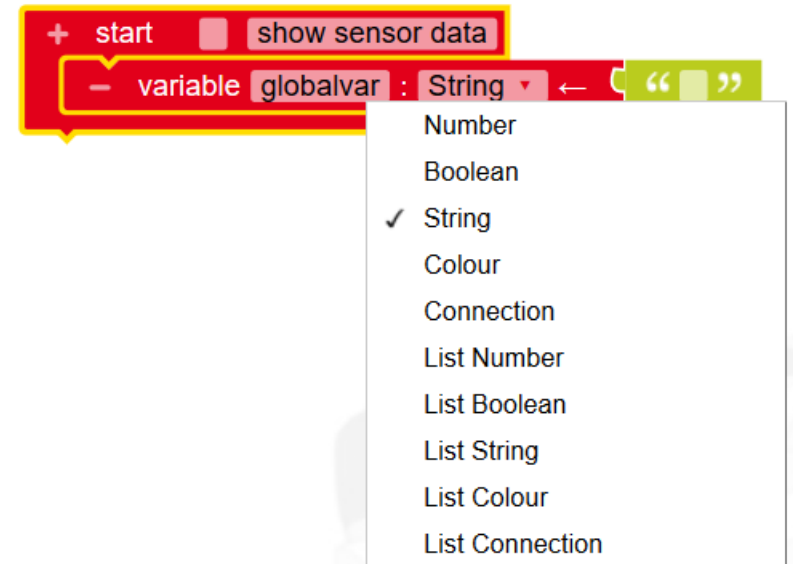
Colour



(same type for all elements)

Variables and arguments are typed
(the connector is coloured)

Data types are visually enforced
(cannot join if the type is wrong)



Execution model: single thread

Single thread of execution (main program/main loop)

New Functions? YES

Global variables? YES

Local variables? PARTIALLY (function's arguments are mutable)

Messages? NO

Events? NO

Events must be simulated by polling the sensors

EV3 robots can connect via BT and exchange text messages

“Advanced” programming

Counted Loops, Foreach, Repeat until, Repeat while

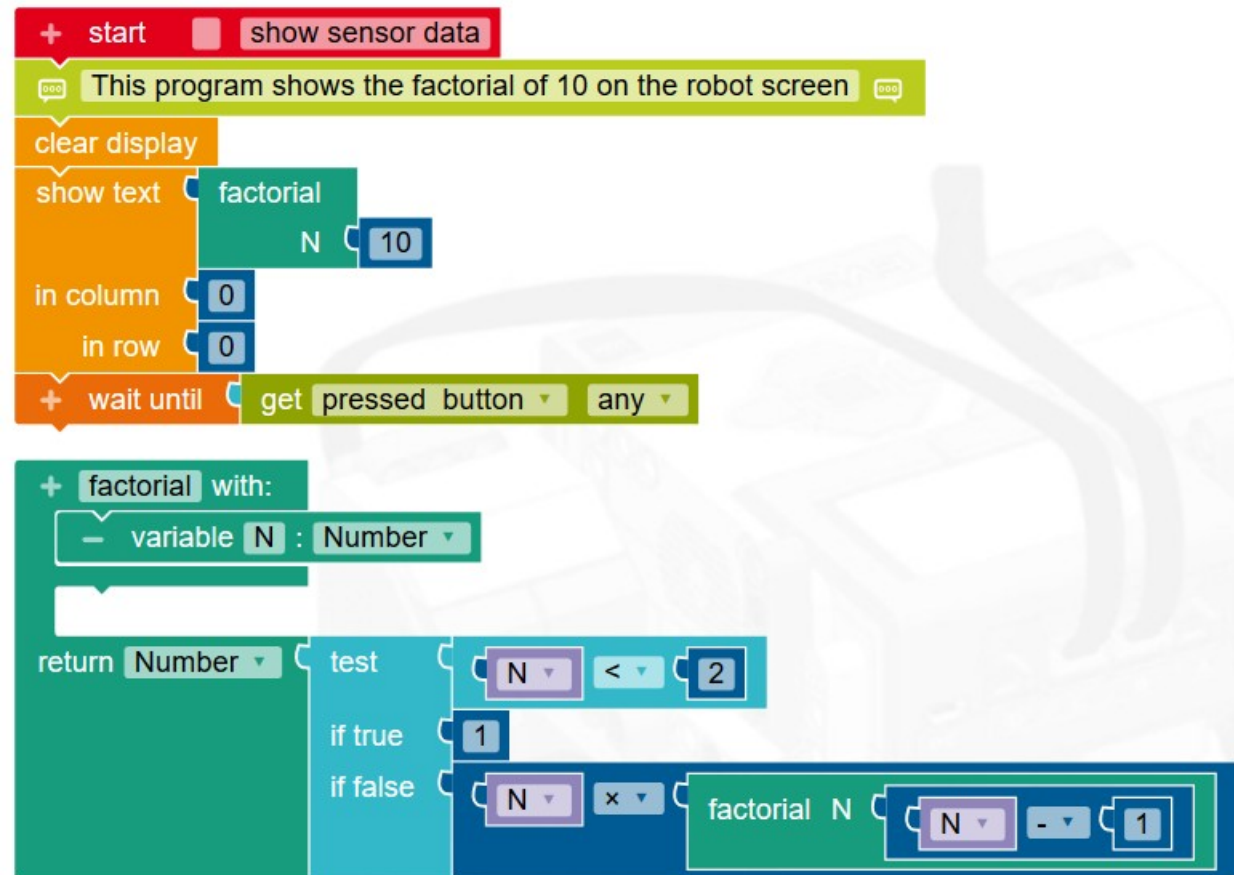
Continue, break

Wait N ms, Wait until condi

If, if-else, if-elif-...-else

Constrain value between

Recursion? YES



The image shows a Scratch script for calculating the factorial of 10. The main script starts with a 'start' block, followed by a 'show sensor data' block containing a text block: 'This program shows the factorial of 10 on the robot screen'. Below this is a 'clear display' block, followed by a 'show text' block with 'factorial' and 'N' as text and '10' as a number. The text is positioned in column 0 and row 0. A 'wait until' block follows, waiting for any button to be pressed. Below this is a 'factorial with:' block with a variable 'N' of type 'Number'. The block contains a 'return' block with a 'Number' type. Inside the 'factorial with:' block is a 'test' block: 'N < 2'. If true, it returns 1. If false, it returns 'N * factorial N', where 'factorial N' is a recursive call to the same function with 'N - 1' as the argument.

Demo

DEMO