

Engr 101
Team Assignment 1

Assigned: Oct. 7, 2002
Due: Oct. 18, 2002

Create a Keil Micro Vision 2 project called legomtst.uv2 and program it into your Lego vehicle. Your Lego vehicle once programmed and placed in the run mode should wait until a bump switch is made (shorting the appropriate input pin to ground). Use a bit of the input port at address 0xA000. When the bump switch is activated, the vehicle should move in a square pattern beeping three times at each corner. When the vehicle has completed the pattern it should beep the final time and stop. The stopping point should be within a few inches of the starting point. The square pattern should be right handed (all turns to the right) and about 3 feet on a side. **This is a team project! All team members should participate!**