

Proje 11: Renkleri Oku

Sıradaki projemiz için ilk yapmamız gereken zx setting açıp en alttaki PA8 analog girişini aktif hale getirmek. Standart bir şekilde OK ve iptal deyip analogumuzu kapatıyoruz. Sonra sırasıyla her renkten topu aşağıdaki alandan alıp yukarıya robotumuzun yanına taşıyoruz. Soldaki kodu programlama alanımıza yazıyoruz. Compile – Run butonlarına tıklayarak projemizi başlatıyoruz. Robotumuzu topların üzerine sürüklüyoruz. LCD ekrandaki değişimi görüyor musunuz? C Robotumuz her rengi ayrı bir sayı koduyla okuyor.

The image shows a screenshot of a robot simulator interface. At the top, there is a detailed view of a green circuit board with various components like switches (sw1, sw2, sw3, reset), motors (M1, M2), and pins (PA0-PA7, PD0-PD3). Below this is a toolbar with icons for file operations, settings, and simulation control. The main interface is divided into several sections:

- Code Editor:** Contains the following C code:

```
1 void setup()
2 {
3
4 }
5 void loop()
6 {
7   lcd( "%d", analog(8) );
8 }
9
```
- Robot Field:** A central area showing a yellow robot on a white field with a black border. There are several colored balls (white, red, black, green, blue) scattered around. A wooden crate is visible at the bottom left.
- zx_sensor Configuration Window:** A dialog box titled "zx_sensor" with a grid showing the robot's position. The grid is labeled "front" at the top and "back" at the bottom. The window has a table for configuring analog input ports and their positions.

Input port analog	position x , y o
<input type="checkbox"/> PA0 -->	-16,0
<input type="checkbox"/> PA1 -->	-8,0
<input type="checkbox"/> PA2 -->	0,0
<input type="checkbox"/> PA3 -->	8,0
<input type="checkbox"/> PA4 -->	16,0
<input type="checkbox"/> PA5 -->	-16,0
<input type="checkbox"/> PA6 -->	0,0
<input type="checkbox"/> PA7 -->	16,0

Additional options in the window include:

- Visible point on robot
- PA3 --> For read Object สีฟ้า

An "OK" button is located at the bottom right of the window.

At the bottom left, there is an "Information & Log" window showing the following log entries:

```
1 Compiling ....
2 Compile Success ....(OK)
3 Run Simulator...
```