

## Senzory

**SetSensorTouch(IN\_1);**

*//dotykový senzor v portu 1*

Off(OUT\_BC);

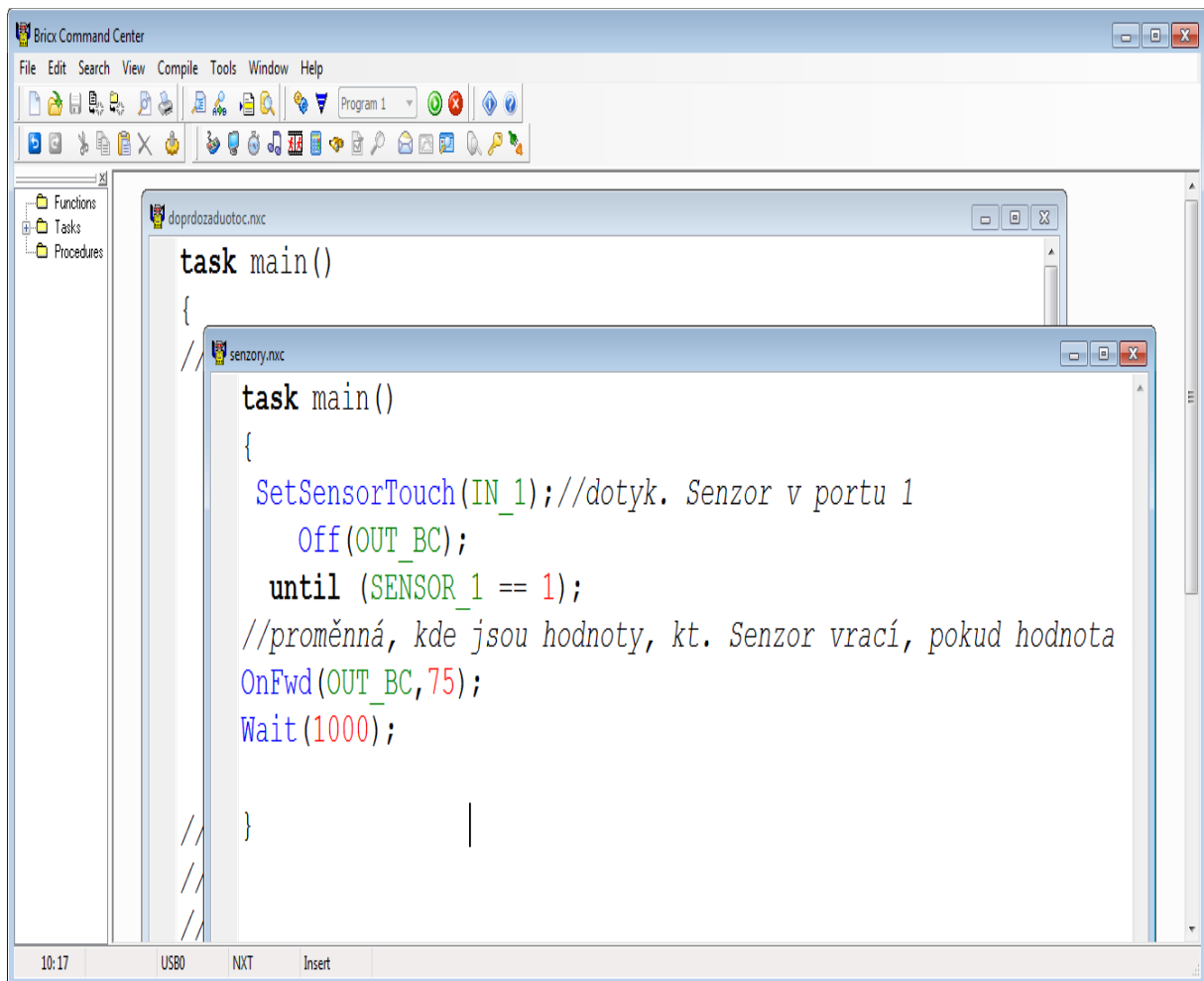
until (SENSOR\_1 == 1);

*//proměnná, kde jsou hodnoty, které senzor vrací, pokud hodnota ze senzoru=1, jedu*

OnFwd(OUT\_BC,75);

Wait(1000);

Off(OUT\_BC);



The screenshot shows the Brick Command Center software interface. The main window displays a code editor with the following code:

```
task main()
{
//senzory.nxc
SetSensorTouch(IN_1);//dotyk. Senzor v portu 1
Off(OUT_BC);
until (SENSOR_1 == 1);
//proměnná, kde jsou hodnoty, kt. Senzor vrací, pokud hodnota
OnFwd(OUT_BC,75);
Wait(1000);
}
|
```

The interface includes a menu bar (File, Edit, Search, View, Compile, Tools, Window, Help), a toolbar, and a sidebar with a tree view showing 'Functions', 'Tasks', and 'Procedures'. The status bar at the bottom shows the time '10:17' and hardware status 'USBO NXT Insert'.

The screenshot shows the Brick Command Center interface. The main window displays the code for 'doprdozaduotoc.nxc'. A smaller window titled 'senzory.nxc' is overlaid on top, showing the following code:

```
task main()
{
//dotyk. senzor
SetSensorTouch(IN_1); //dotyk. Senzor v portu 1
Off(OUT_BC);
until (SENSOR_1 == 1);
//proměnná, kde jsou hodnoty, kt. Senzor vrací, pokud hodnota
OnFwd(OUT_BC, 75);
Wait(1000);

//uz senzor
//
//
SetSensorLowspeed(IN_4);
OnFwd(OUT_BC, 75);

until (SensorUS(IN_4) <20); //cm
Off(OUT_BC);
}

Wait(1000);
Off(OUT_B);
```

## Proměnné

Hraje tóny podle vzdálenosti

The screenshot shows the Brick Command Center interface. The main window displays the code for 'tonypodlevzdalenosti.nxc'. The code is as follows:

```
int jmenoprom //glob prom.

task main()
{
int vzdalenost;
SetSensorLowspeed(IN_2);

while(true){
vzdalenost = SensorUS(IN_2); //lok. prom.
PlayTone(vzdalenost*50, 100);
Wait(1000);
}
}
```

## Struktury

```
For(int i=0; i<50; i++)
```

```
    {...
```

```
    }
```

```
Repeat(4)
```

```
    {...
```

```
    }
```

```
While(true)
```