Robots are made to perform useful tasks. Each one is designed to solve a specific problem, in a specific way.

**Thinking About Programming**  Programmer & Robot

In this lesson, you will learn about the roles of the programmer and the robot, and how the two need to work together in order to accomplish their goals.

Robotic Tractor

**Problem:**
Drive safely through a field which may contain obstacles

**Solution:**
Move towards the destination, making small detours if any obstacles are detected

Labyrinth Robot

**Problem:**
Get through the maze.

**Solution:**
Move along a predetermined path in timed segments.
Let’s take a closer look at the Labyrinth robot. How does it find its way through the maze? How does it know how to do that?

**Problem** → ??? → **Goal Reached**

Creating a successful robot takes a team effort between humans and machines.

**Role of the Programmer**
The human programmer identifies the task and plans a solution, then explains to the robot what it needs to do to reach the goal.

**Role of the Robot**
The robot follows the instructions it is given, thereby carrying out the plan.
The human and the robot accomplish the task together by dividing up the responsibilities. The human programmer must come up with the plan and communicate it to the robot. The robot must follow the plan. The human programmer must come up with the plan and communicate it to the robot. The robot must follow the plan. The human programmer must come up with the plan and communicate it to the robot. The robot must follow the plan. The human programmer must come up with the plan and communicate it to the robot. The robot must follow the plan.

Because humans and robots don’t normally speak the same language, a special language must be used to translate the necessary instructions from human to robot. These human-to-robot languages are called programming languages. Instructions written in them are called programs. ROBOTC is just one of many such programming languages that humans use to talk to machines.

Humans and robots communicate by using programming languages such as ROBOTC. A human who writes a program is called a programmer. The programmer’s job is to identify the problem that the robot must solve, create a plan to solve it, and turn that plan into a program that the robot can understand. The robot will then run the program and follow its instructions to perform the task.

A robot can only follow its program. It cannot think for itself! Just as it can be no stronger than it is built, the robot can be no smarter than the program that a human programmer gave it. You, as programmer, will be responsible for planning and describing to the robot exactly what it needs to do to accomplish its task.
Thinking About Programming  Planning & Behaviors

In this lesson, you will learn how thinking in terms of “behaviors” can help you to see the logic behind your robot’s actions, and break a big plan down into practical parts.

Behaviors are a convenient way to talk about what a robot is doing and what it must do. Moving forward, stopping, turning, looking for an obstacle... these are all behaviors.

Complex Behavior
Some behaviors are big, like “solve the maze.”

Basic or Simple Behavior
Some behaviors are small, like “go forward for 3 seconds.” Big behaviors are actually made up of these smaller ones.

As you start programming, you should also start thinking about the robot’s actions in terms of behaviors. Recall that as programmer, your primary responsibilities are:

• First, to come up with a plan for the robot to reach the goal.
• Second, to translate that plan into a program that the robot can follow.

The plan will simply be the sequence of behaviors that the robot needs to follow. The program will be those behaviors translated into the programming language.
Thinking about Programming Planning & Behaviors (cont.)

1. Examine problem
   To find a solution, start by examining the problem.

   Here, the problem is to get from the starting point (1) to the goal (2).

2. Broad solution
   Try to see what the robot needs to do, at a high level, to accomplish the goal.

   Having the robot follow the path shown on the left, for example, would solve the problem.
   You've just identified the first behavior you need! Write it down.

3. Break solution into smaller behaviors
   Now, start trying to break that behavior down into smaller parts.

   Following this path involves moving forward, then turning, then moving forward for a different distance, then turning the other way, and so on. Each of these smaller actions is also a behavior.

   Write them down as well. Make sure you keep them in the correct sequence!

4. Break into even smaller pieces
   If you then break down these behaviors into even smaller pieces, you'll get smaller and smaller behaviors with more and more detail. Keep track of them as you go.

   Eventually, you'll reach commands that you can express directly in the programming language.

   For example, ROBOTC has a command to turn on one motor. When you reach a behavior that says to turn on one motor, you can stop breaking it down because it's now ready to translate.
When all the pieces have reached a level of detail that ROBOTC can work with – like the ones in the “ROBOTC-ready behaviors” list above – take a look at the list you’ve made. These behaviors, in the order and way that you’ve specified them, are the plan that the robot must follow to accomplish the goal.

Because these steps are still written in English, they should be relatively easy for the human programmer to understand.

As the programmer becomes more experienced, the organization of the behaviors in English will start to include important techniques from the programming language itself, like if-else statements and loops. This hybrid language, halfway between English and the programming language, is called **pseudocode**. It is an important tool in helping to keep larger programs understandable.

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Thinking about Programming Planning & Behaviors (cont.)

End of Section

Start with a very large solution behavior and break it down into smaller and smaller sub-behaviors. This gives you a logical way to figure out what the robot needs to do to accomplish its task.

Recording the robot’s behaviors in English is the first step toward writing good pseudocode. It allows you to easily review these behaviors and their organization as you prepare to translate them into program code.

The only step remaining is to translate your behaviors from English pseudocode into the ROBOTC programming language.