

Demonstrating Your Programing in the Robot Design Judging Session



Judges need to evaluate each team to the standards on the rubric. If the judge does not see the team's code, they cannot evaluate the program of the team. Never ask the judge to assume anything about your team! They are not allowed to guess, although they can extrapolate from what they are told.

There are three ways to share your code with the judges. The first two methods are the most recommended.

- 1. Bring in a Laptop with a program loaded that shows the team's ability and they can describe well.
 - No extra work needed to make the code ready for the judges.
 - Teams and Judges can look at the specifics of each block, especially motor blocks, math blocks, and myblocks.
- 2. Print a program that shows the team's ability and they can describe well.
 - The NXT and EV3 built in print function only works well for small programs, your team will need to; screen capture or save for HTML (as an image), then manipulate the results in a document file.
 - The team will know exactly what code they want to talk about and can practice with it.
 - There are no concerns about the laptop not having enough charge for the judging session or a team member not being able to get the laptop working in the judging room.
- 3. Describe in detail your program while the robot runs it on the demonstration table, including any commenting that is in the code.
 - The team can show their program in action while the bot performs on the table or a teammate drives the robot through the actions by hand.
 - The judges cannot see in code documentation or any other good coding practices the team is using.

How To Print A Program

Method 1:

- (1) Load the Windows Paint program by using Start-Program-Accessories-Paint.
- (2) Start the Mindstorms program and load your program.
- (3) Make sure your program is on the screen.
- (4) Hold down the shift key and press the "Prnt Scrn" key. Or use the "Windows Snipping Tool"
- (5) Hit Alt-Tab until the Paint Program is displayed again.
- (6) Hold down Ctrl and press V or click on Edit and then Paste.
- (7) Click on Print and then Print.
- (8) If you program was too big to fit completely on the screen in step 3,
- (a) Hit Alt-Tab until the Mindstorms software is displayed again.
- (b) Click on the down arrow or right arrow on the cursor pad in the lower left until the another section of your program is displayed.
- (c) Repeat steps 4 through 8.

Method 2:

- (1) Select the Print to HTML option this produced a .png file.
- (2) Crop the png file into page size chunks.
- (3) Arrange in order in a document.

