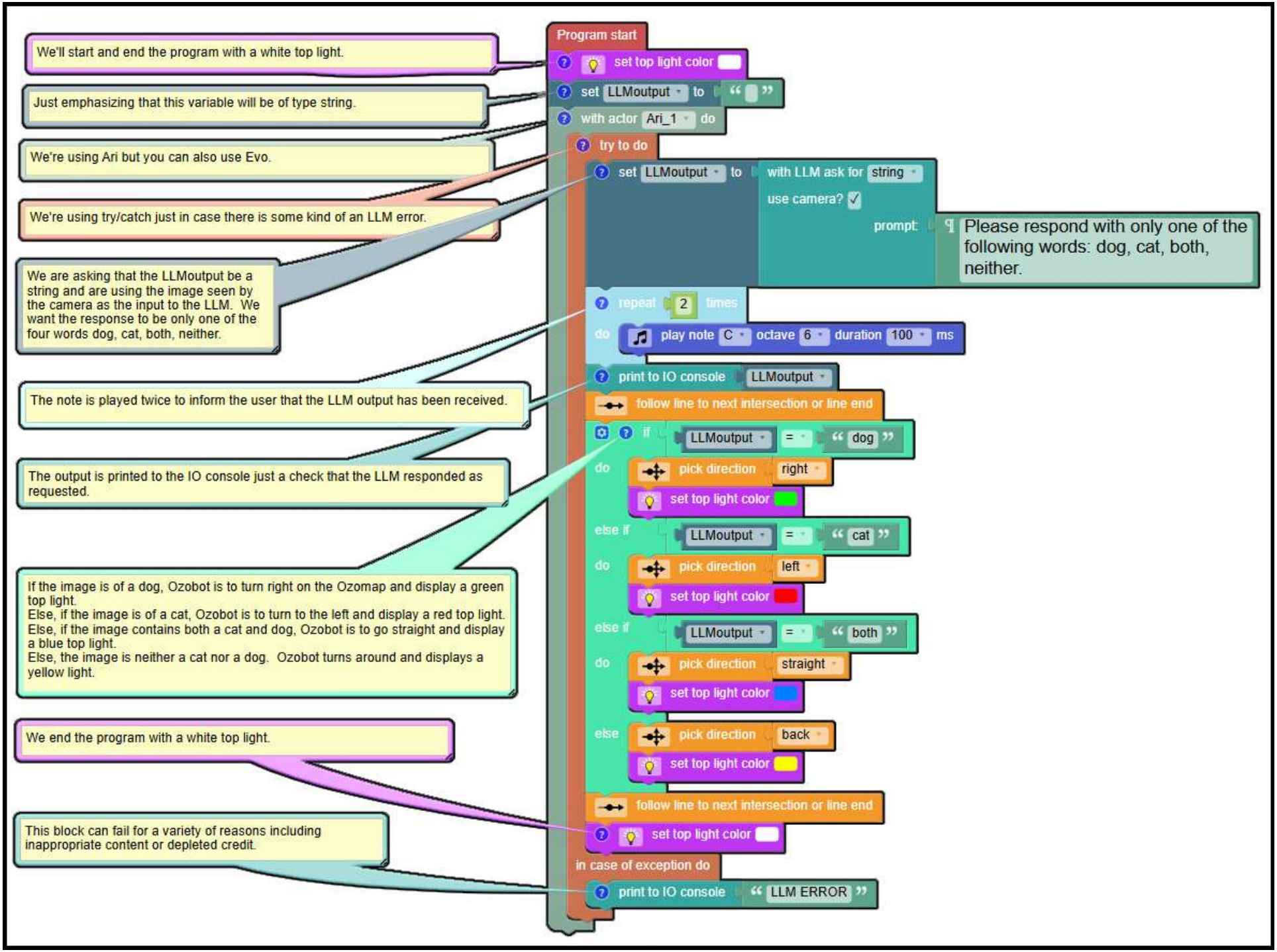
We'll start and end the program with a white top light.
Just emphasizing that this variable will be of type string.
We're using Ari but you can also use Evo.
We're using try/catch just in case there is some kind of an LLM error.
We are asking that the LLMoutput be a string and are using the image seen by the camera as the input to the LLM. We want the response to be only one of the four words dog, cat, both, neither.
The note is played twice to inform the user that the LLM output has been received.
The output is printed to the IO console just a check that the LLM responded as requested.
If the image is of a dog, Ozobot is to turn right on the Ozomap and display a green top light.
Else, if the image is of a cat, Ozobot is to turn to the left and display a red top light.
Else, if the image contains both a cat and dog, Ozobot is to go straight and display a blue top light.
Else, the image is neither a cat nor a dog. Ozobot turns around and displays a yellow light.
We end the program with a white top light.
This block can fail for a variety of reasons including inappropriate content or depleted credit.
Program start
set top light color
set LLMoutput to " "
with actor Ari_1 do
try to do
set LLMoutput to
with LLM ask for string
use camera?
prompt:
Please respond with only one of the following words: dog, cat, both, neither.
repeat 2 times
do
play note C octave 6 duration 100 ms
print to IO console LLMoutput
follow line to next intersection or line end
if LLMoutput = " dog "
do
pick direction right
set top light color
else if LLMoutput = " cat "
do
pick direction left
set top light color
else if LLMoutput = " both "
do
pick direction straight
set top light color
else
pick direction back
set top light color
follow line to next intersection or line end
set top light color
in case of exception do
print to IO console " LLM ERROR "