

Try/catch is used in the event there is an LLM error, such as exceeding the LLM credit or inappropriate content.

We'll start and end the program with white top light.

Just emphasizes that the LLM response will be a string.

You can also use Evo.

The LLM output will be a string, and a camera will be used as visual input to the LLM.

These two beeps simply indicate that the LLM response has been received.

We want to see the LLM response on the console, especially while debugging the program.

Ozobot moves to the triangle intersection.

If the first character in the response is Y the top light is set green, meaning that a triangle was seen in the image. Otherwise, it is set to red. (Note that in strings, zero indexing is used, so the first character is character at index 0.)

See the function details in the upper right of this figure. Colors can vary from 0 to 255, with 0 being the absence of that color.

Similar logic for the second intersection, which is for circles. The third character (index 2) is for circles, with Y meaning there are circles.

Similar logic for squares.

The program is ended by setting the top light white.

Program start

try to do

set top light color

set LLMoutput to ""

with actor Ari_1 do

set LLMoutput to

with LLM ask for string

use camera? ☒

prompt:

Please respond to each question only with Y for yes or N for no, separated by a blank space.
Do you see a triangle?
Do you see a circle?
Do you see a square?

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 in text LLMoutput get letter # 0 = "Y"

do set top light color

else set top light color

Set top light color gray

pick direction straight

follow line to next intersection or line end

if in text LLMoutput get letter # 2 = "Y"

do set top light color

else set top light color

Set top light color gray

pick direction straight

follow line to next intersection or line end

if in text LLMoutput get letter # 4 = "Y"

do set top light color

else set top light color

Set top light color gray

set top light color

in case of exception do

print to IO console "LLM ERROR"

to Set top light color gray

set top light color

red 30

green 30

blue 30