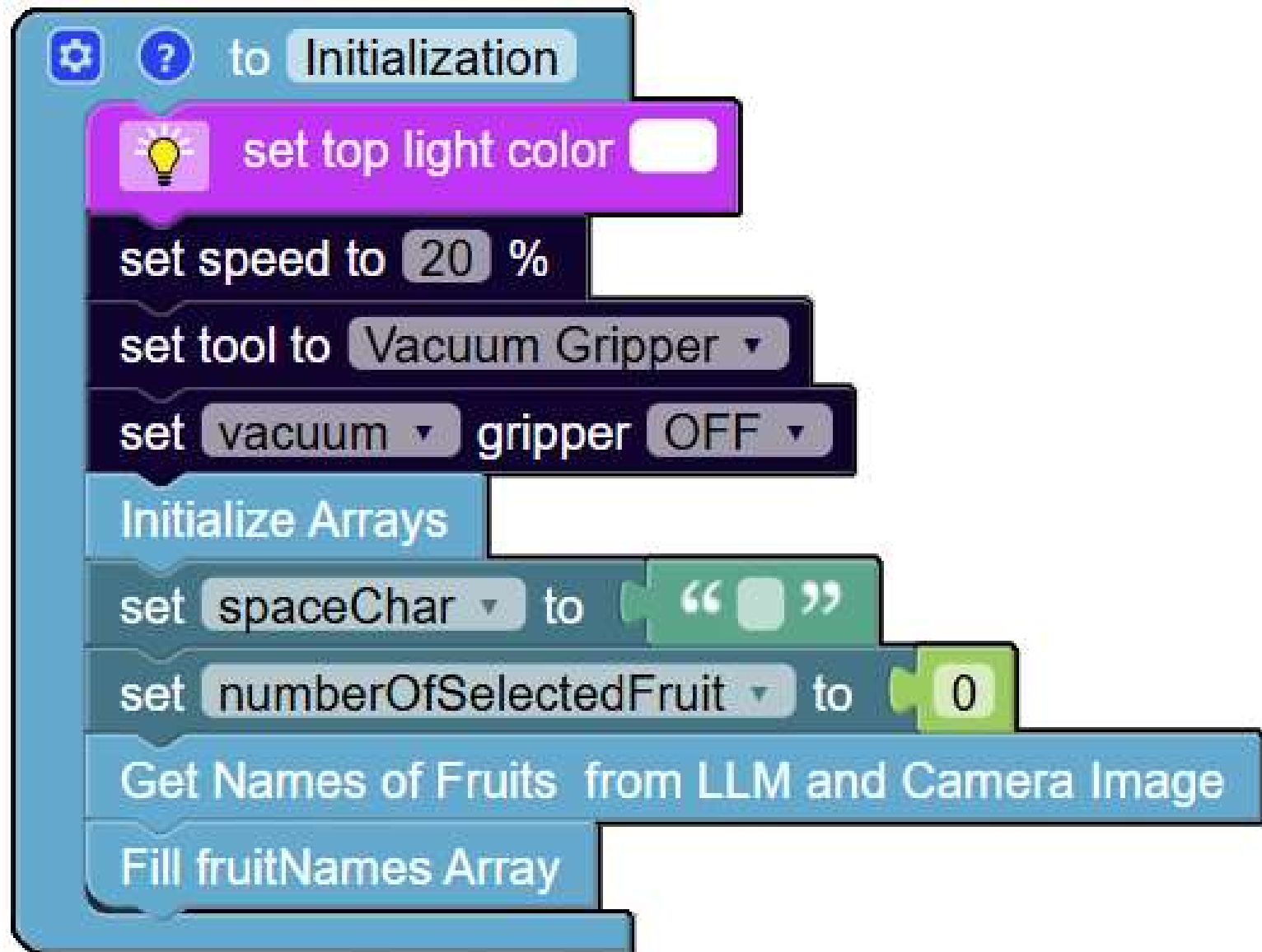


ORA: The Autonomous Fruit Grocer from Vision to Cart Challenge

Ozobot Editor Blocks

ORA Quadrant I

	0	1	2
0	LocNumber 0 (x, y) (186, 46)	LocNumber 1 (x, y) (186, 140)	LocNumber 2 (x, y) (186, 234)
1	LocNumber 3 (x, y) (256, 46)	LocNumber 4 (x, y) (256, 140)	LocNumber 5 (x, y) (256, 234)
2	LocNumber 6 (x, y) (326, 46)	LocNumber 7 (x, y) (326, 140)	LocNumber 8 (x, y) (326, 234)



to Initialize Arrays

set ORAxCoordinateIndex to create list with item 0 repeated 3 times

set ORAyCoordinateIndex to create list with item 0 repeated 3 times

in list ORAxCoordinateIndex set # 0 as 186

in list ORAxCoordinateIndex set # 1 as 256

in list ORAxCoordinateIndex set # 2 as 326

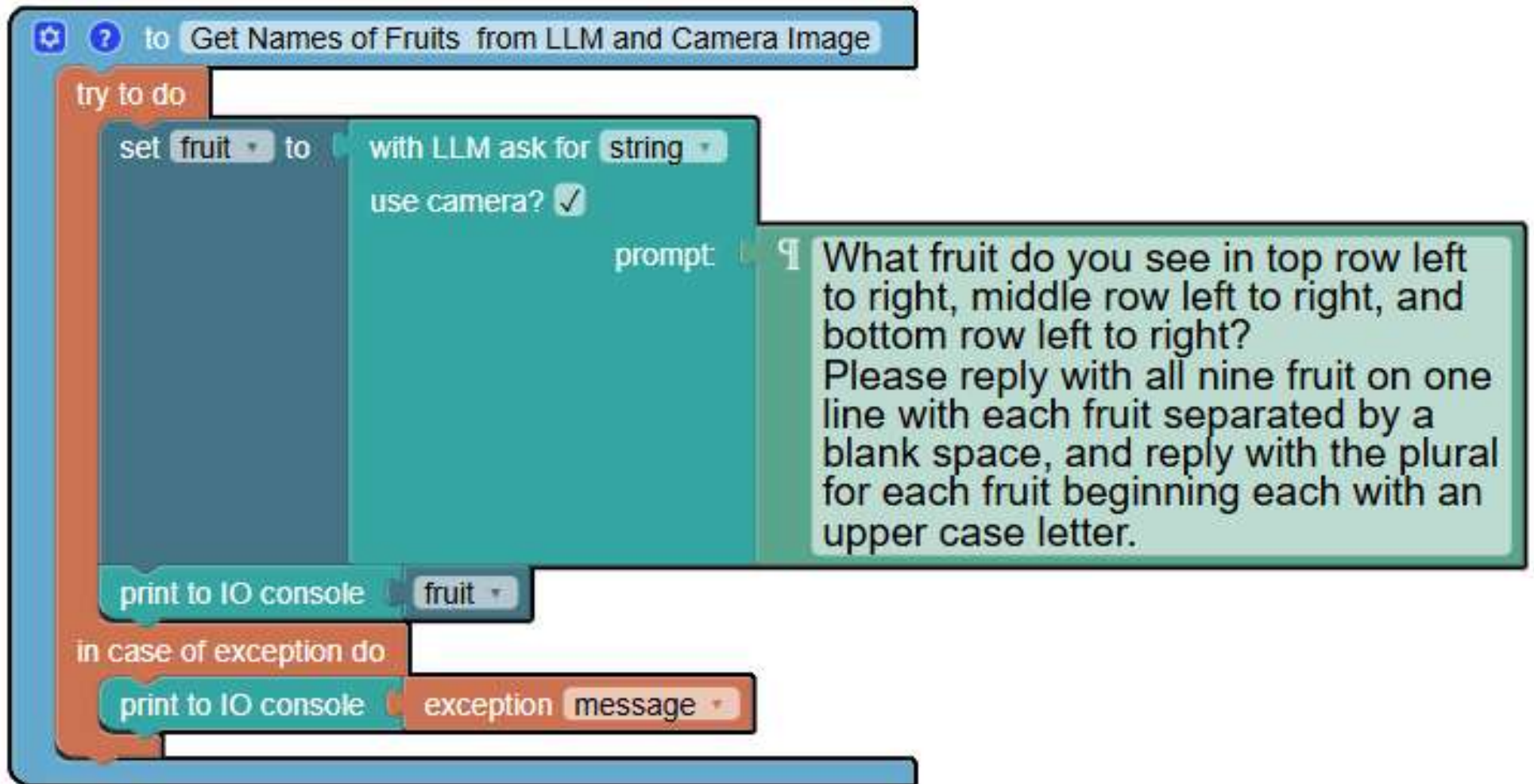
in list ORAyCoordinateIndex set # 0 as 46

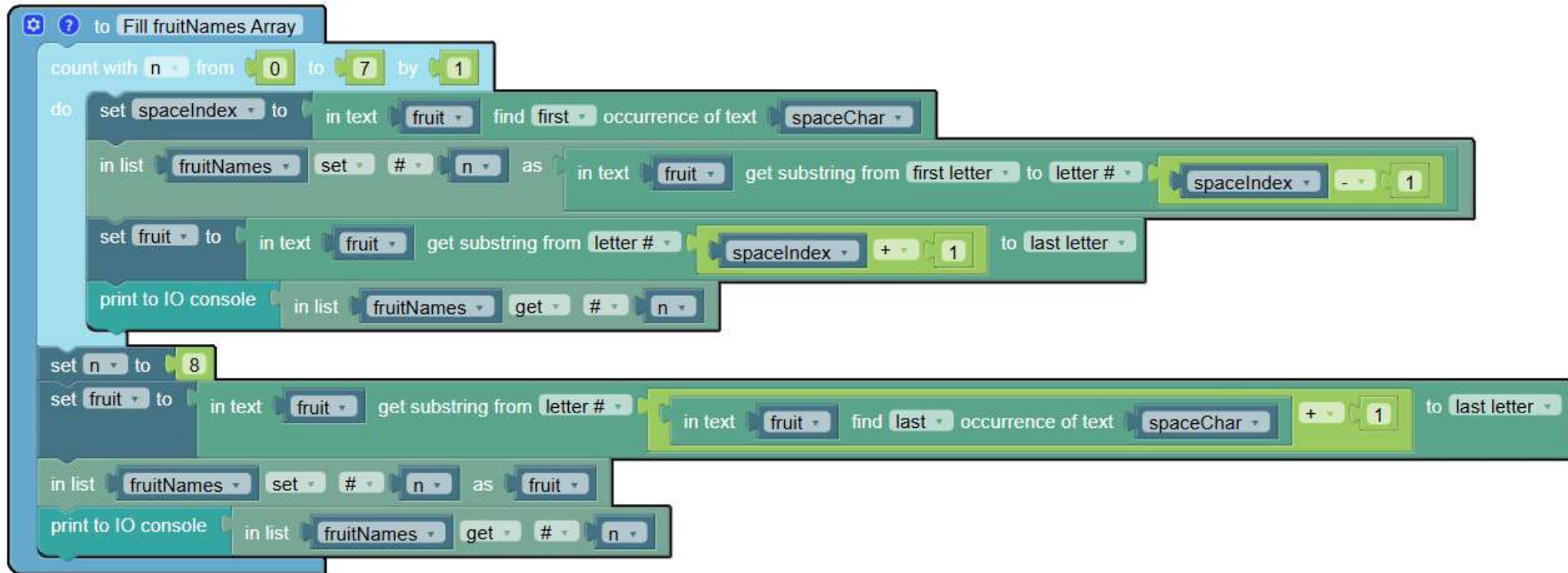
in list ORAyCoordinateIndex set # 1 as 140

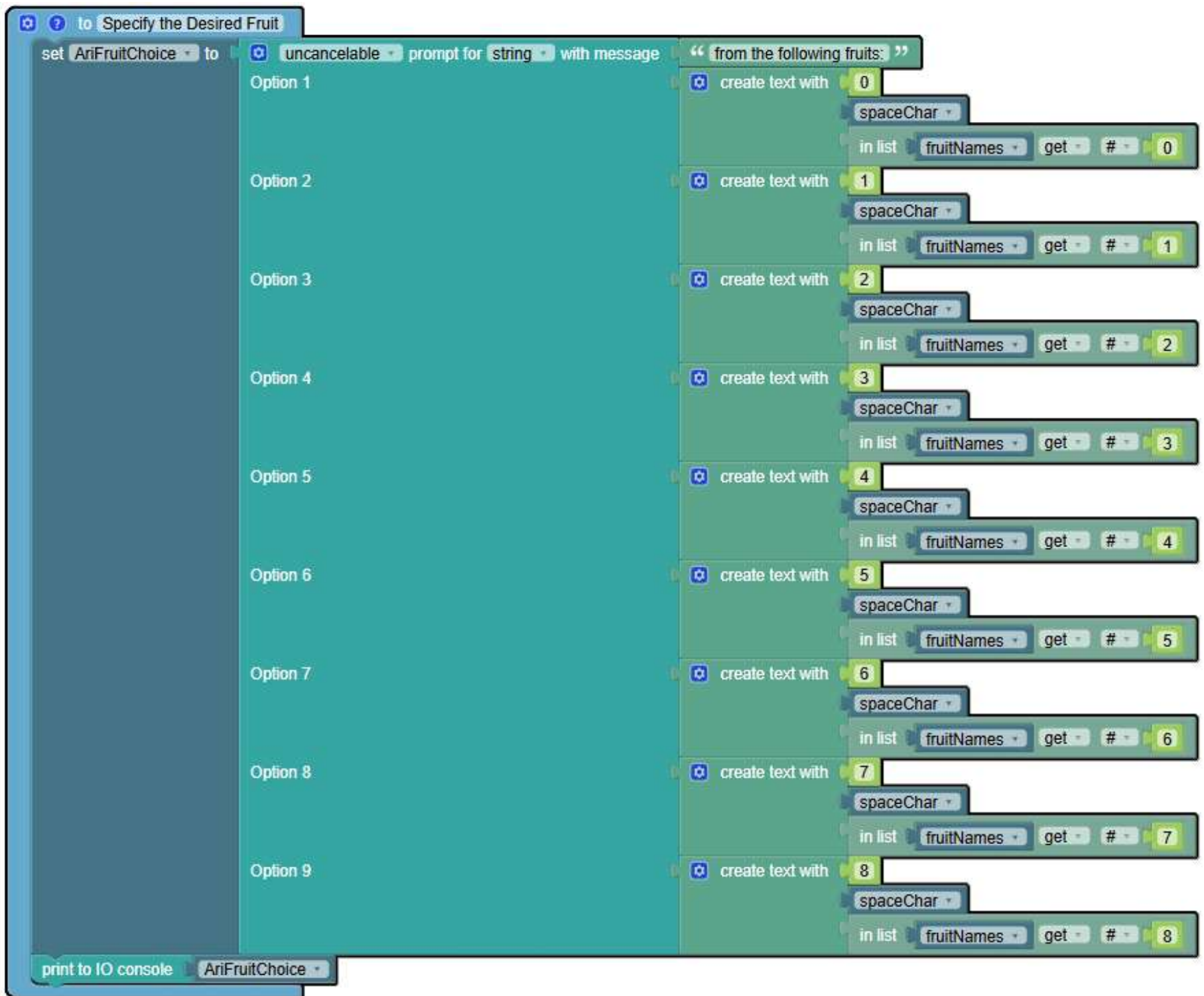
in list ORAyCoordinateIndex set # 2 as 234

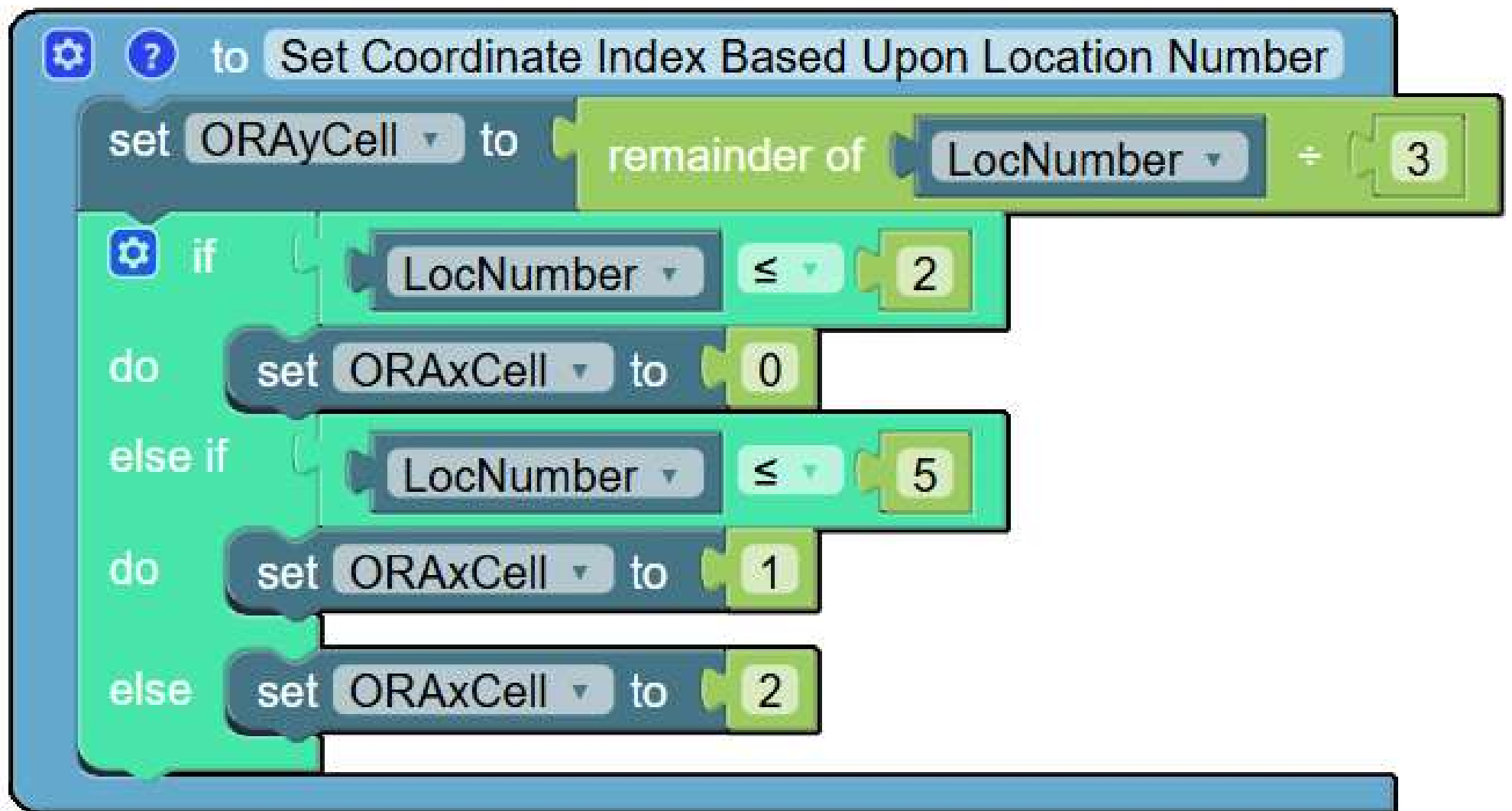
set fruitNames to create list with item spaceChar repeated 9 times

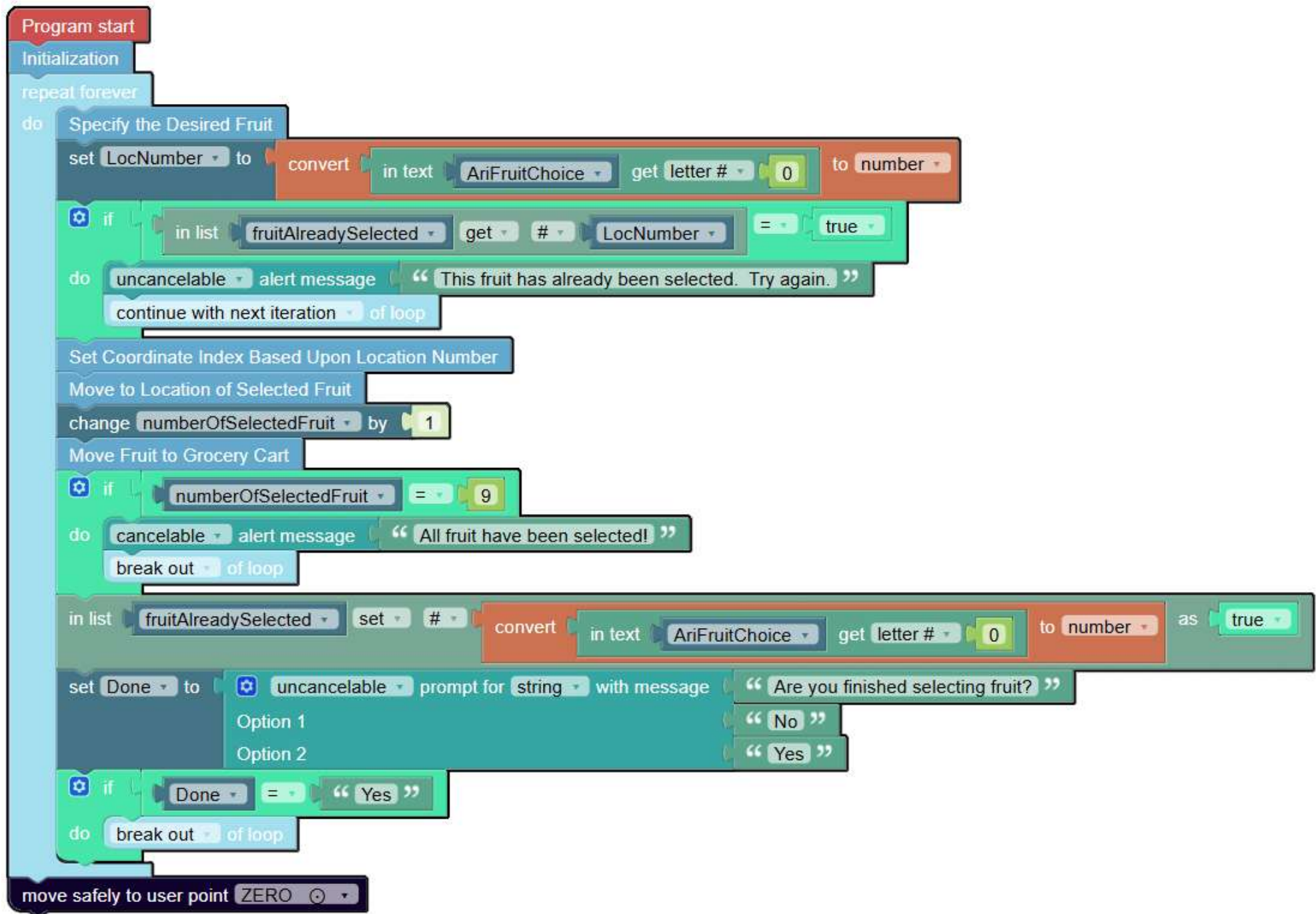
set fruitAlreadySelected to create list with item false repeated 9 times











to Move to Location of Selected Fruit

Set Coordinate Index Based Upon Location Number

set finalORAx to in list ORAxCoordinateIndex get # ORAxCell

set finalORAy to in list ORAyCoordinateIndex get # ORAyCell

move to coordinate (x = finalORAx , y = finalORAy , z = 50) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw =) [°]

movement type: linear

move to coordinate (x = finalORAx , y = finalORAy , z = -3) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw =) [°]

movement type: linear

set vacuum gripper ON

move to coordinate (x = finalORAx , y = finalORAy , z = 50) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw =) [°]

movement type: linear

to Move Fruit to Grocery Cart

move to coordinate (x = 270 , y = -130 , z = 50) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw =) [°]

movement type: linear ▾

move to coordinate (x = 270 , y = -130 , z = 5) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw =) [°]

movement type: linear ▾

set vacuum ▾ gripper OFF ▾

move to coordinate (x = 270 , y = -130 , z = 50) [mm]

with tool angle (roll = -180 , pitch = 0 , yaw =) [°]

movement type: linear ▾