

```
repeat()
6 {
7   if(frontIsWhite()){
8     forward(1)
9
10    gh
11    gh
12
13   else if(leftIsWhite()){
14     left
15
16   else if(frontIsObstacle()){
17     end
18   }
19 }
```

# ROBOMIND CODING

## CLASSROOM COURSE V3.0

### LESSON ONE

- Introduction to Robotics (P1)
- RoboMind Env. & Language
- RoboMind Software Basics
- RoboMind Remote Control
- Exercise 1 - Discover RoboMind

### LESSON TWO

- User Interface & Toolbar content
- Algorithms & Programming
- RoboMind Commands
- Introduction to Robotics (P2)
- Exercise 2 - Pass beacon

### LESSON THREE

- Methods of map development
- Exercise 3 - RoboArtist 1
- Presenting Algorithms
- Pseudocode
- Project 1 [Getbeacon1.map]

### LESSON FOUR

- Software shortcuts
- Flowchart
- Loops/Iteration statements
- Exercise 4 - RoboArtist 2
- Project 2 [Passbeacons.map]

### LESSON FIVE

- RoboMind Settings & Features
- Logical Expressions
- Exercise 5 - Change Belt
- Exercise 6 - Find Spot
- Types of Programming Languages

### LESSON SIX

- Exercise 7 - Mini maze
- Exercise 8 - Line Follower
- Project 3 [Forest.map]
- RoboMind Programming structures
- Further Learning Resources