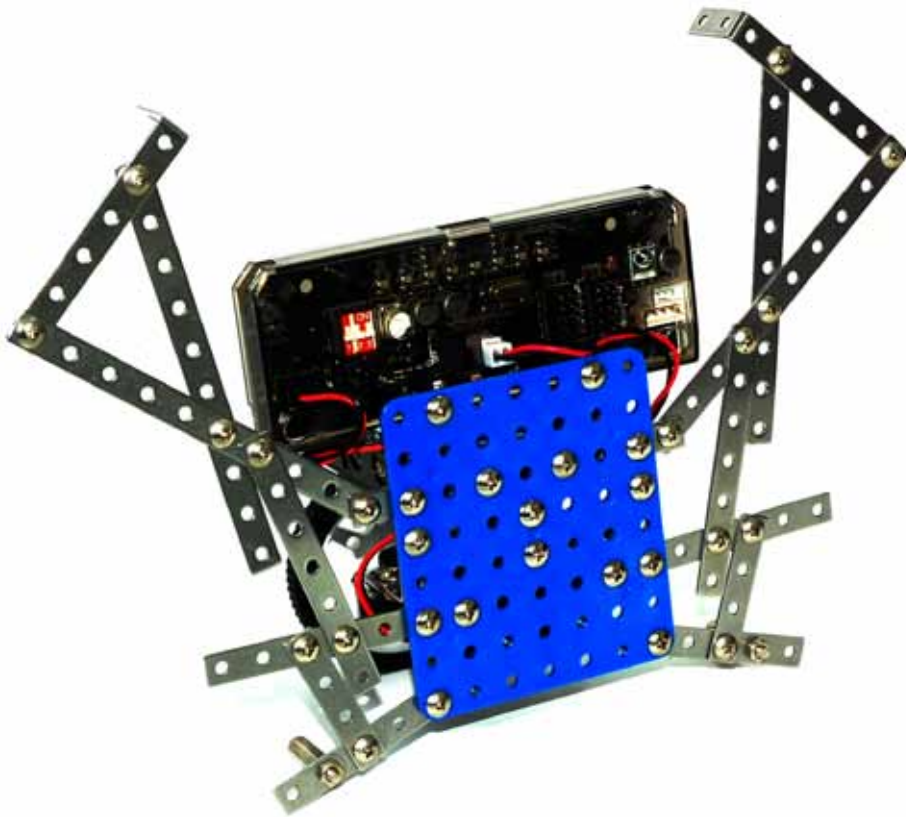


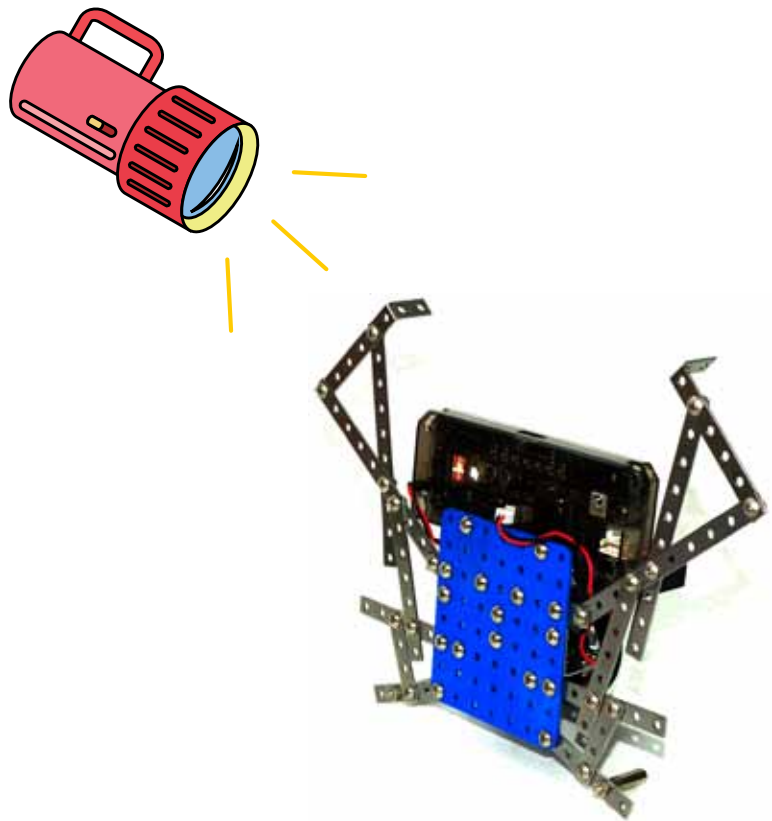
### 3. Crab Robot



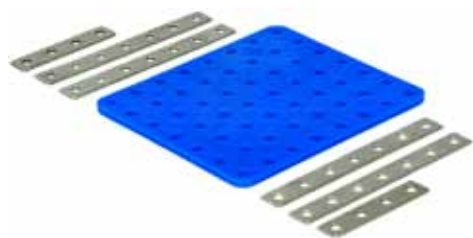
# Introduction and how it works



When you turn a light on to a robot, it runs away like an animal that hates the light. Light contains visible light, but it also has infrared light that the robot can detect. Sensors on the robot's head can detect the brightness of light such that when the light becomes bright enough, the robot moves.



1

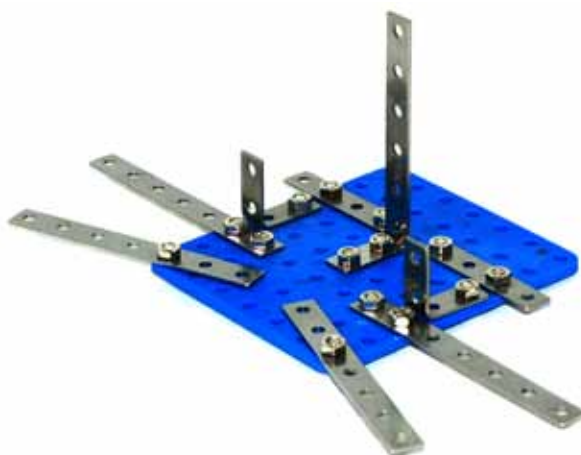


X 10



X 10

2

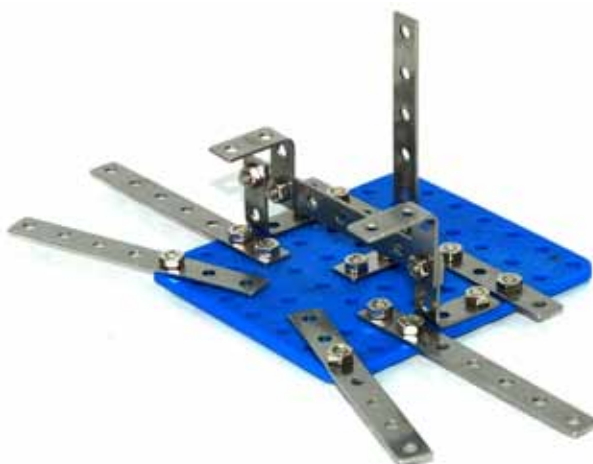


X 4



X 4

3



X 3



X 3

4



X 4



X 4

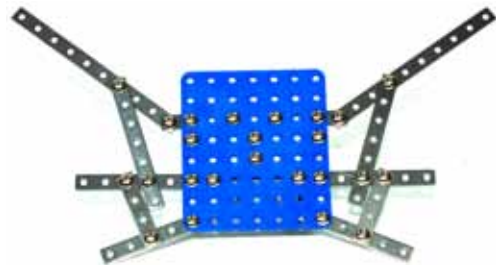
5



X 6



X 6

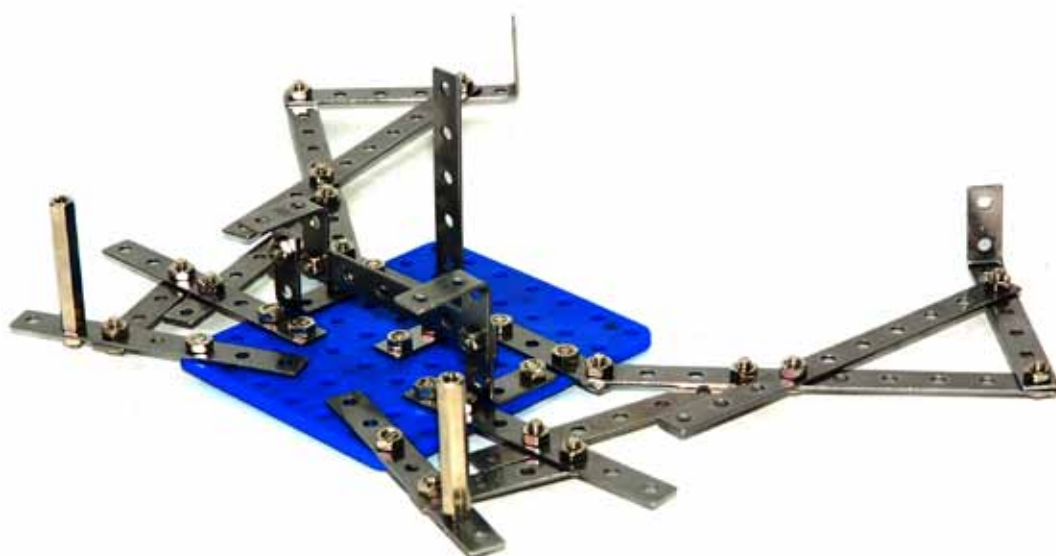
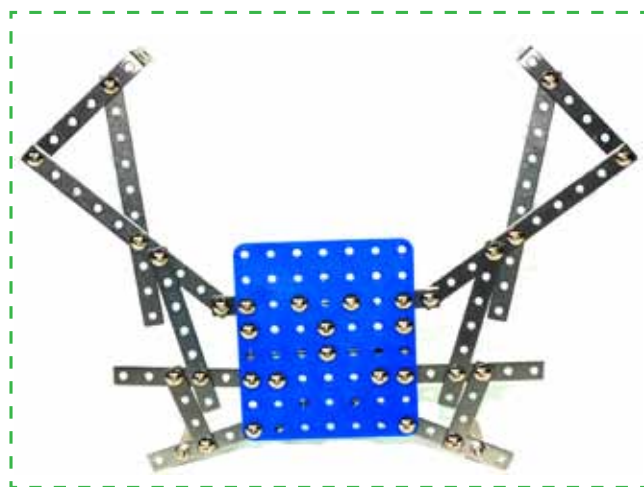




X 6



X 8



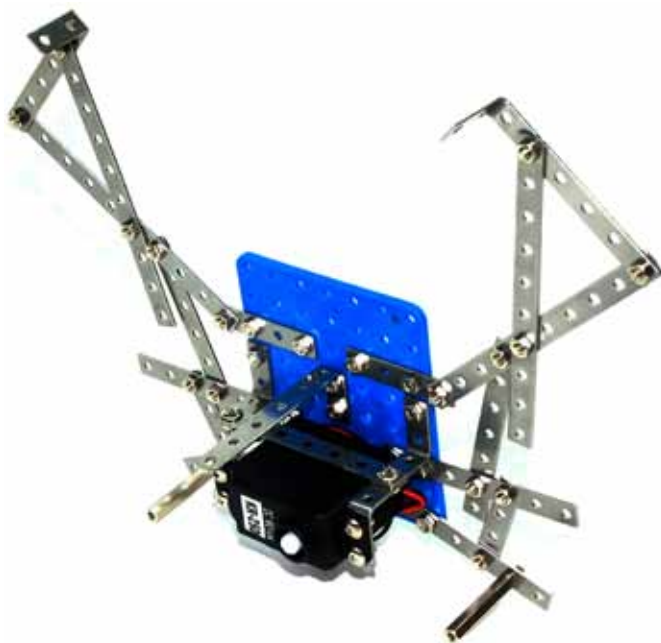
7



X 4



X 4



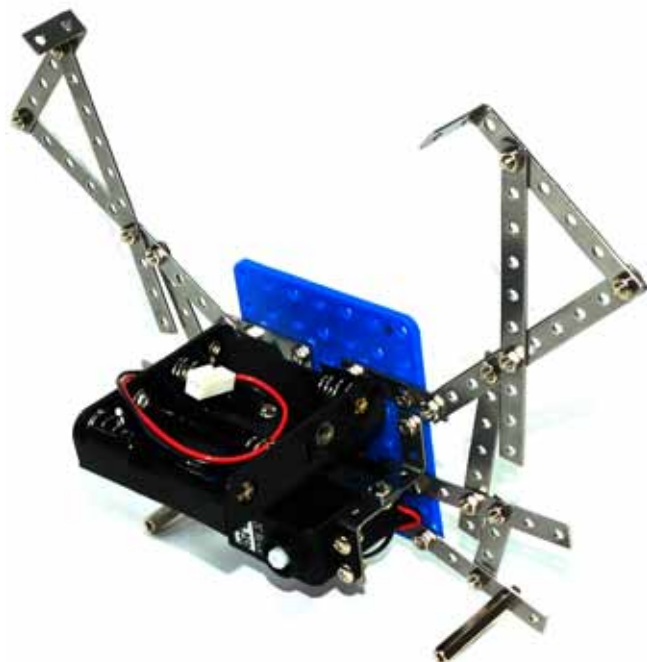
8



X 2



X 2





9



X 1



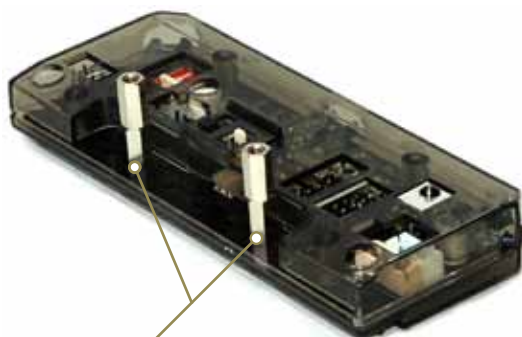
10

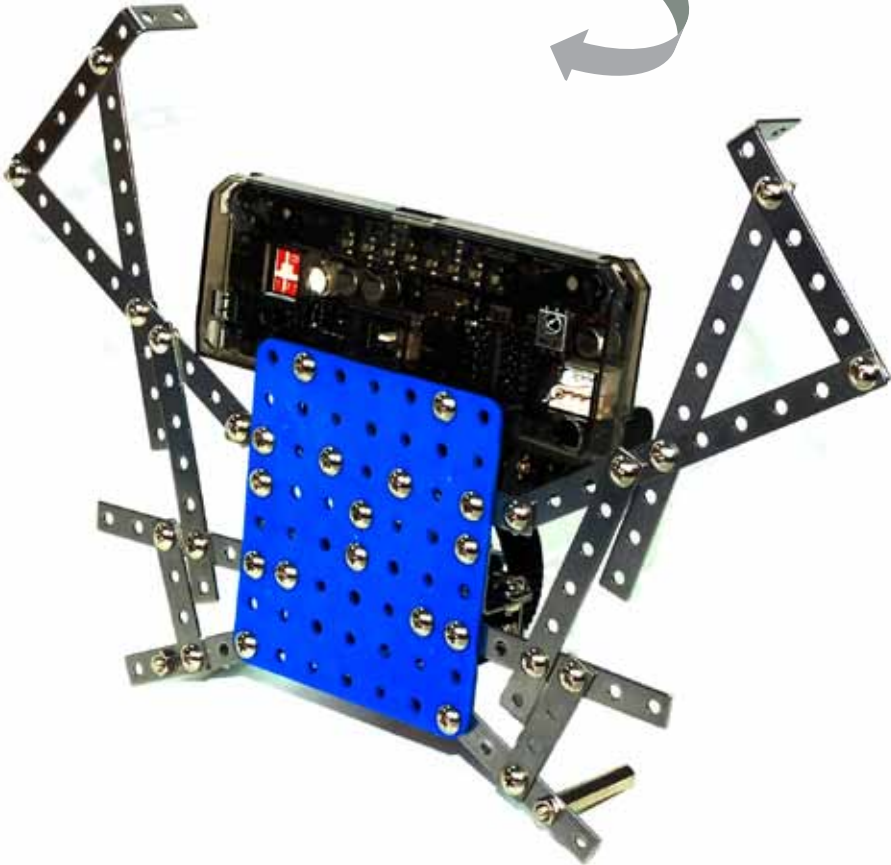
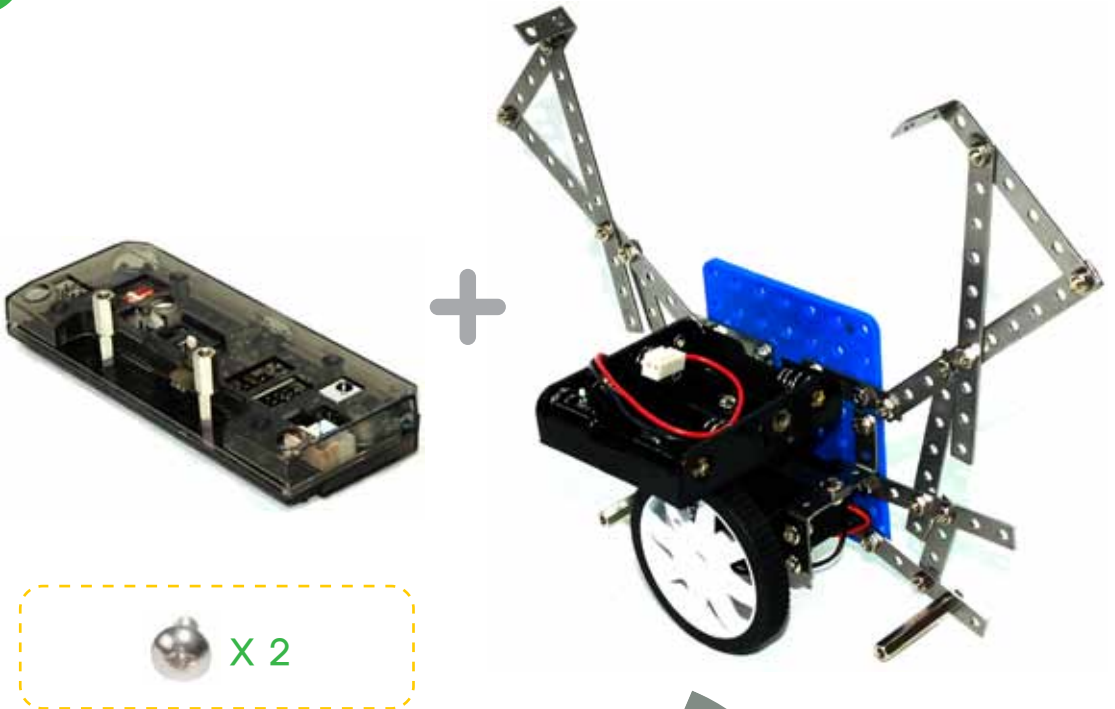


11

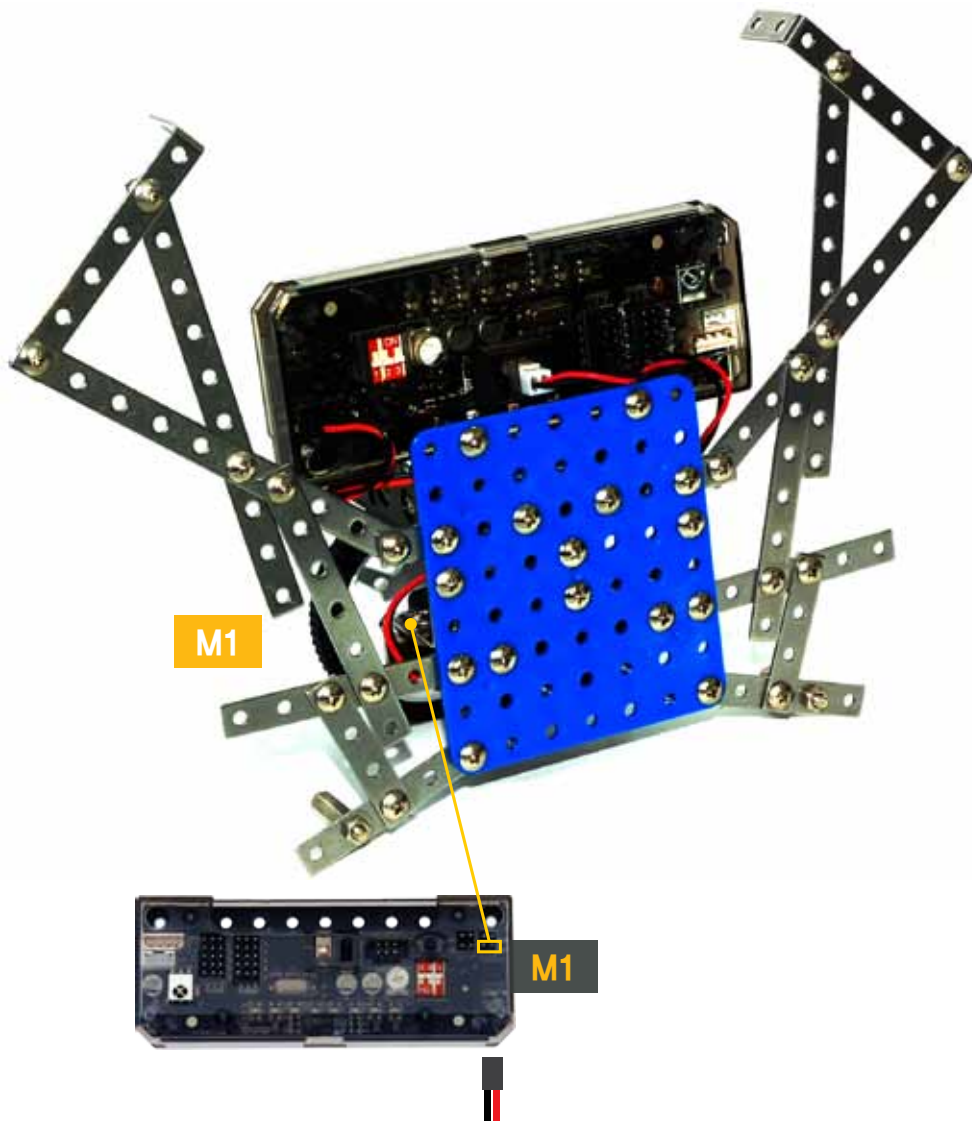


X 2

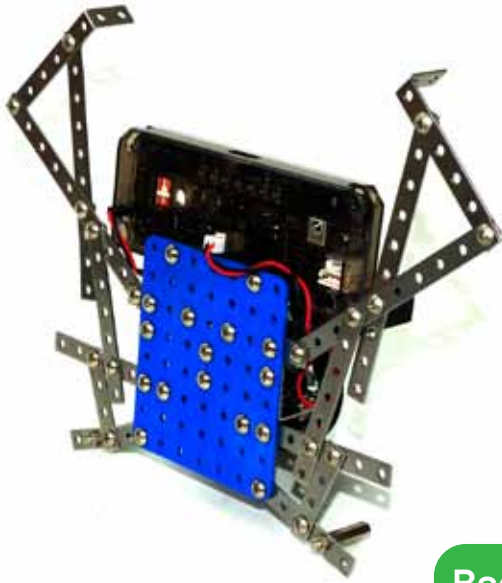




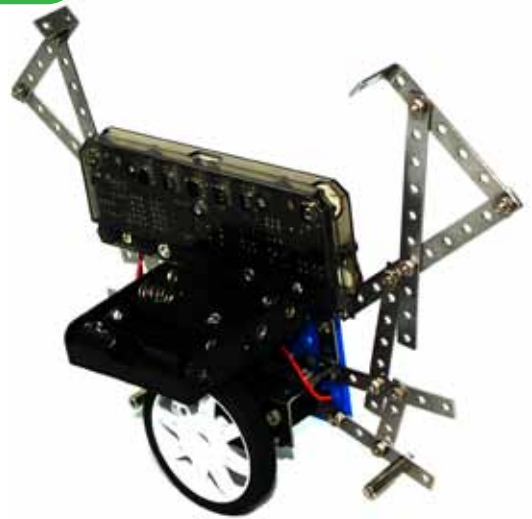




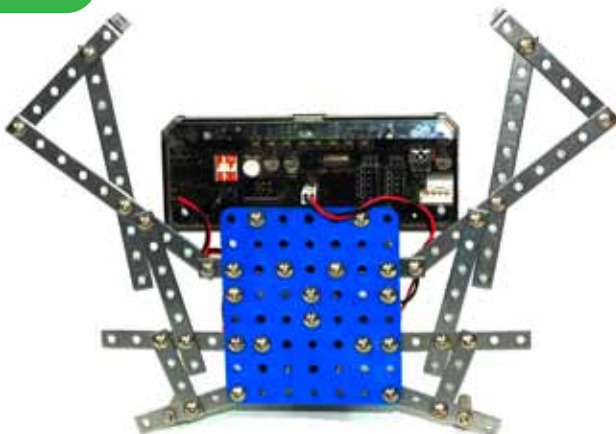
Right view



Back view



Front view



## Acting Module



Crab Robot uses the program mode 3 to operate.

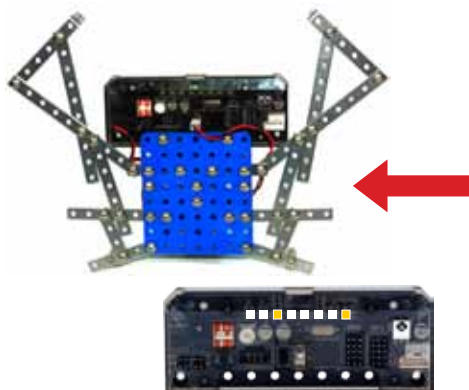


< When there is no light >

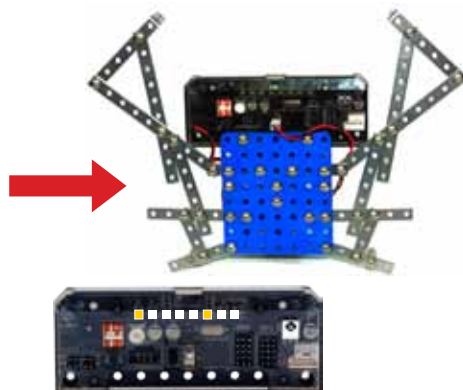
Crab Robot does not move. When you shine a light on the sensor, the robot starts moving to avoid the light.

Use a flashlight to move the robot.

< Detects light (Left) >



< Detects light (Right) >



< Detects light (Center) >

