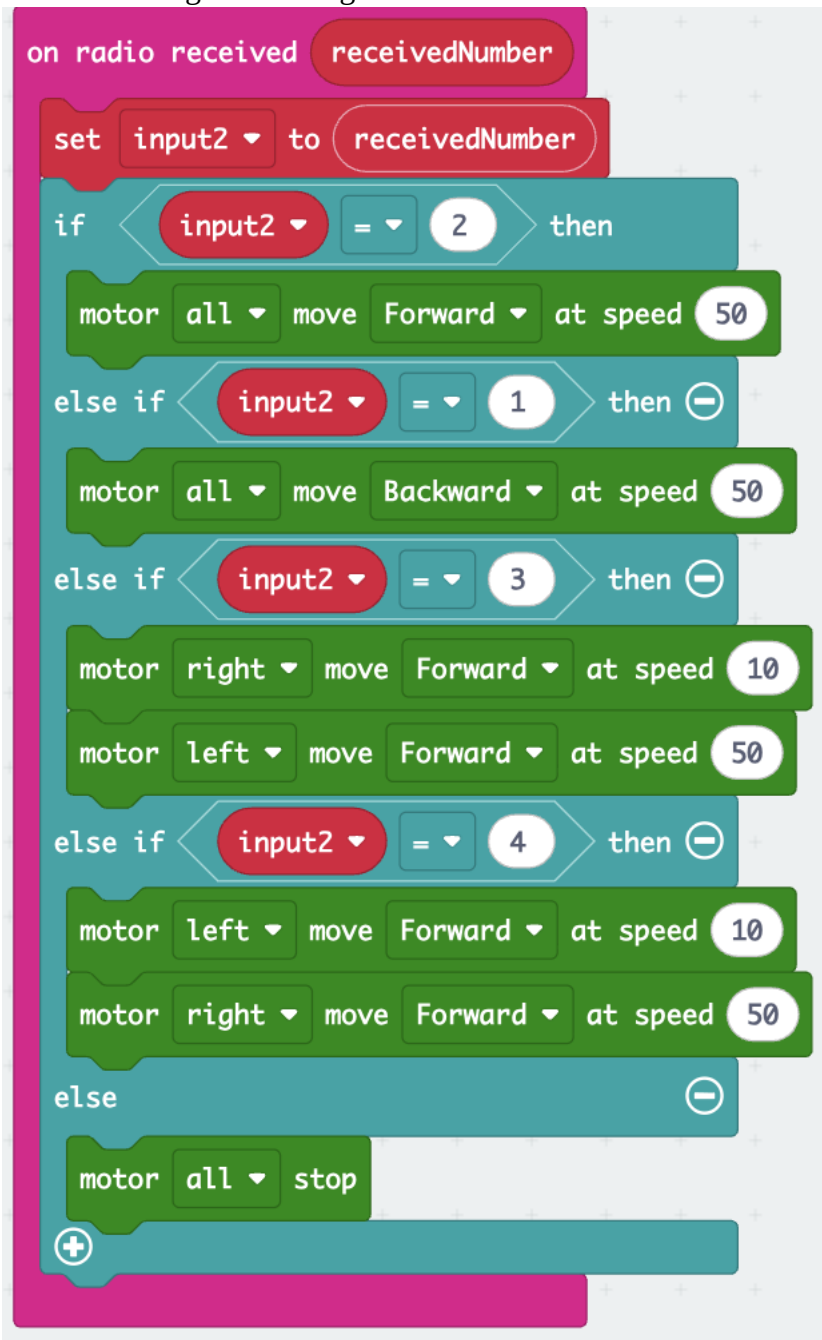


Opgaver til rutediagrammer.

Opgave 1

Lav et rutediagram for følgende kode:



```
on radio received receivedNumber
  set input2 to receivedNumber
  if input2 = 2 then
    motor all move Forward at speed 50
  else if input2 = 1 then
    motor all move Backward at speed 50
  else if input2 = 3 then
    motor right move Forward at speed 10
    motor left move Forward at speed 50
  else if input2 = 4 then
    motor left move Forward at speed 10
    motor right move Forward at speed 50
  else
    motor all stop
```

The image shows a Scratch script for a robot. It starts with an 'on radio received' block that sets a variable 'input2' to the value of 'receivedNumber'. This is followed by a series of 'if-then-else if-else' blocks. The first 'if' block checks if 'input2' is 2, and if true, it moves all motors forward at speed 50. The second 'else if' block checks if 'input2' is 1, and if true, it moves all motors backward at speed 50. The third 'else if' block checks if 'input2' is 3, and if true, it moves the right motor forward at speed 10 and the left motor forward at speed 50. The fourth 'else if' block checks if 'input2' is 4, and if true, it moves the left motor forward at speed 10 and the right motor forward at speed 50. Finally, an 'else' block moves all motors to stop.

Opgave 2

Et køleskab skal holde temperaturen på 5 grader celsius.

Lav et rutediagram for et program, der tænder kølingen, når temperaturen er over 5 grader og slukker igen, når temperaturen er kommet under 4 grader.

Opgave 3 (svær)

Køleskabet fra opgave 2 skal først slukke, når temperaturen har været under 4 grader celsius i 30 sekunder (dvs. hvis temperaturen i alle 30 sekunder har været under 4 grader celsius).