

TEGNEROBOT



Hvordan kan en tegnerobot utformes for å maksimere pedagogisk verdi, brukervennlighet og teknisk effektivitet?

- 2D-tegning av geometriske figurer
- Strømlinjet og enkel programmering gjennom MakeCode-plattformen

```
FUNCTION BLINE(X0, Y0, X1, Y1) {  
  
  VAR DX = MATH.ABS(X1 - X0), SX = X0 < X1 ? 1 : -1;  
  VAR DY = MATH.ABS(Y1 - Y0), SY = Y0 < Y1 ? 1 : -1;  
  VAR ERR = (DX>DY ? DX : -DY)/2;  
  
  WHILE (TRUE) {  
    SETPIXEL(X0,Y0);  
    IF (X0 === X1 && Y0 === Y1) BREAK;  
    VAR E2 = ERR;  
    IF (E2 > -DX) { ERR -= DY; X0 += SX; }  
    IF (E2 < DY) { ERR += DX; Y0 += SY; }  
  }  
}
```

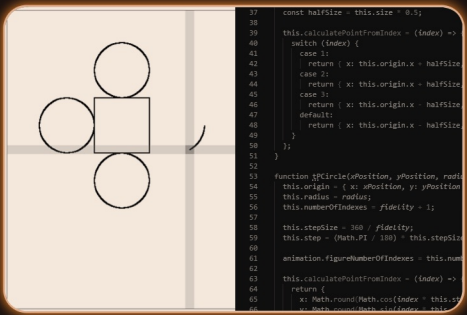
BRESENHAM LINE ALGORITHM



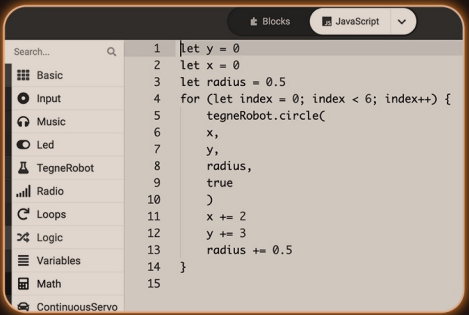
ORIGINAL



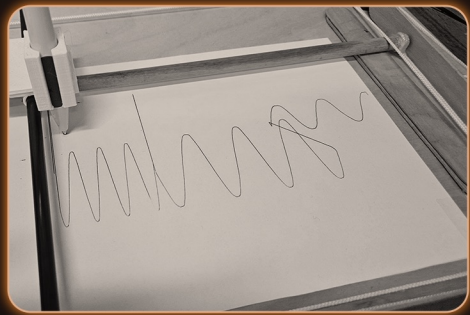
SIMULATOR



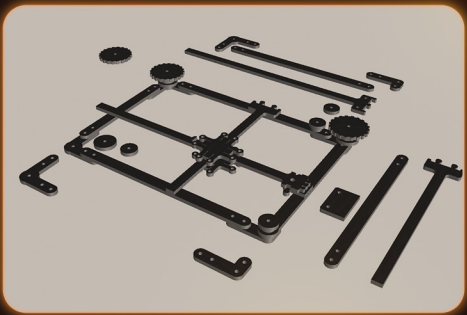
MAKECODE



PROTOTYPE V1



PROTOTYPE V2



OUTPUT: SVG

