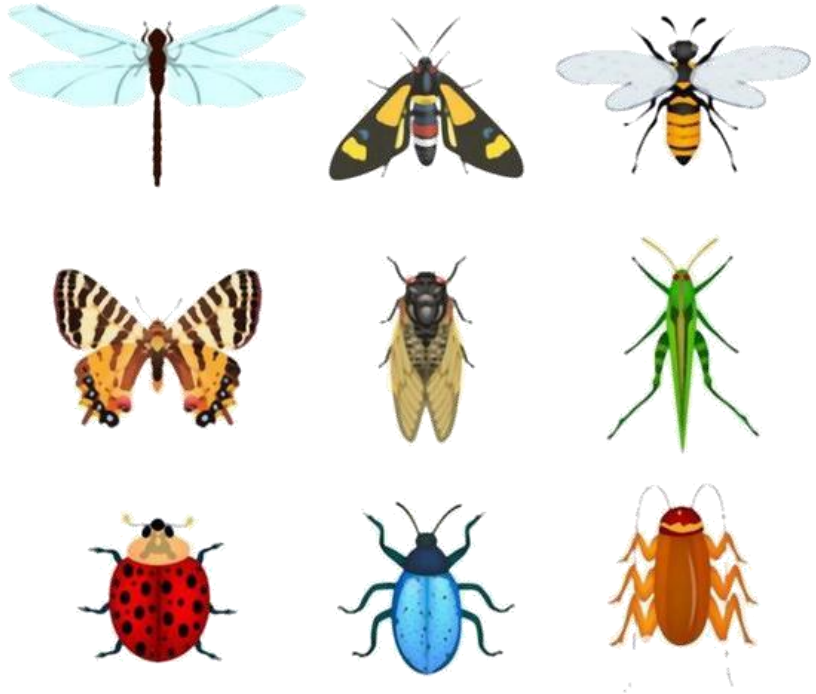
20.Stag beetle

1.Introduction

Have you ever been in the wild jungle to catch insects?

Or have you ever been to an insect museum.

What insects do you know?



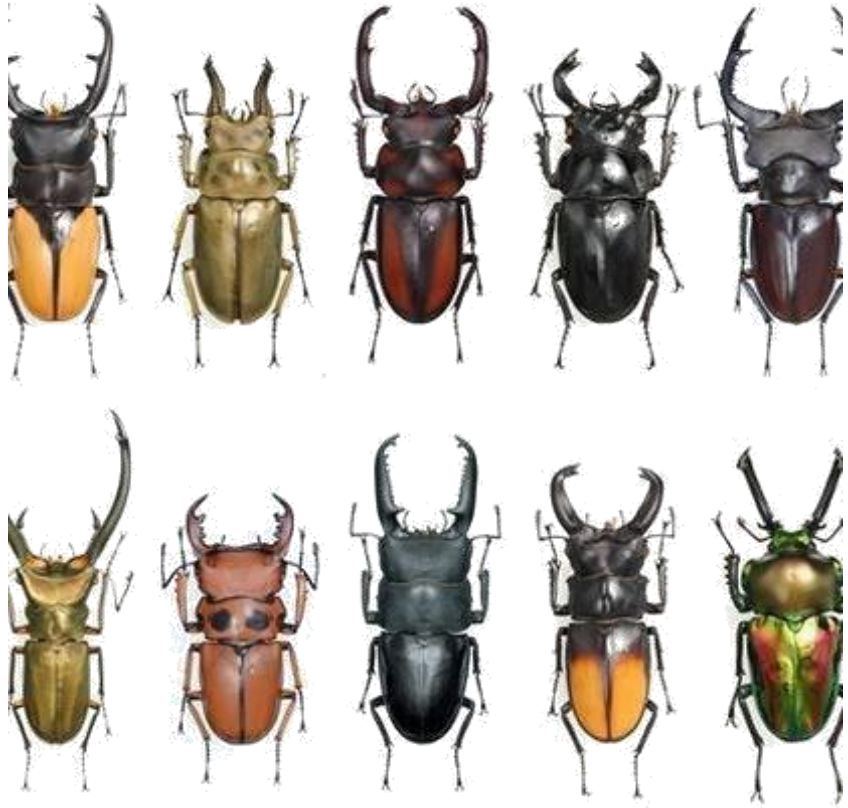
1.Introduction

Today let's meet Stag beetle.

Stag beetle is an unique group of beetles in the Scarabidae family.

The Stag beetle is an aggressive insect whose powerful upper jaw is a weapon of war.

They like to go out at night.



2.Exploration



Let's design the shape of the Stag beetle now.

It has a strong body protected by a layer of armor and has two horns on its head.

It is a strong warrior.

2.Exploration

The Stag beetle must be able to walk, and its two mandible must be movable.

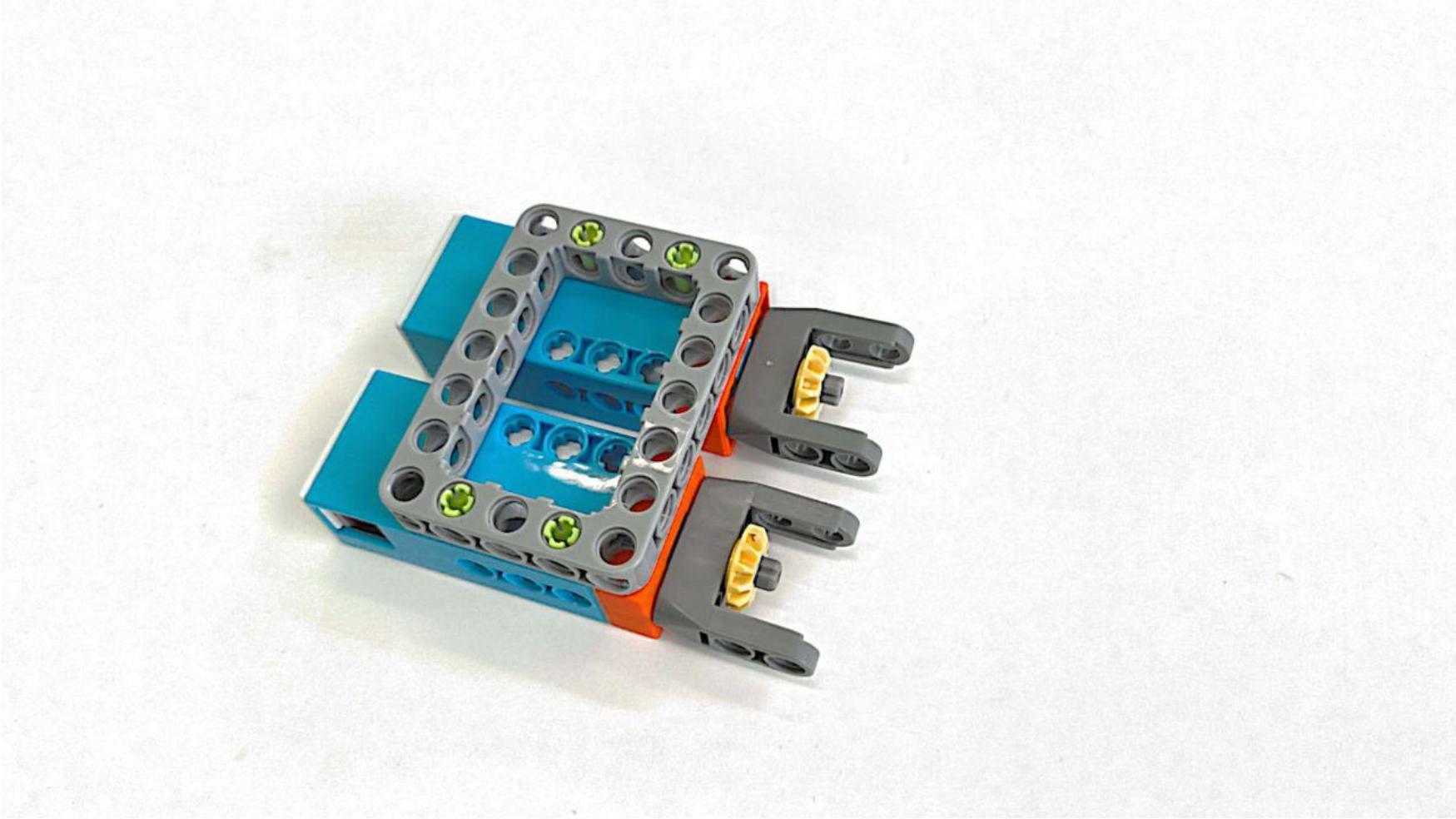
So we need 3 motors.



3.Construction



3.Construction



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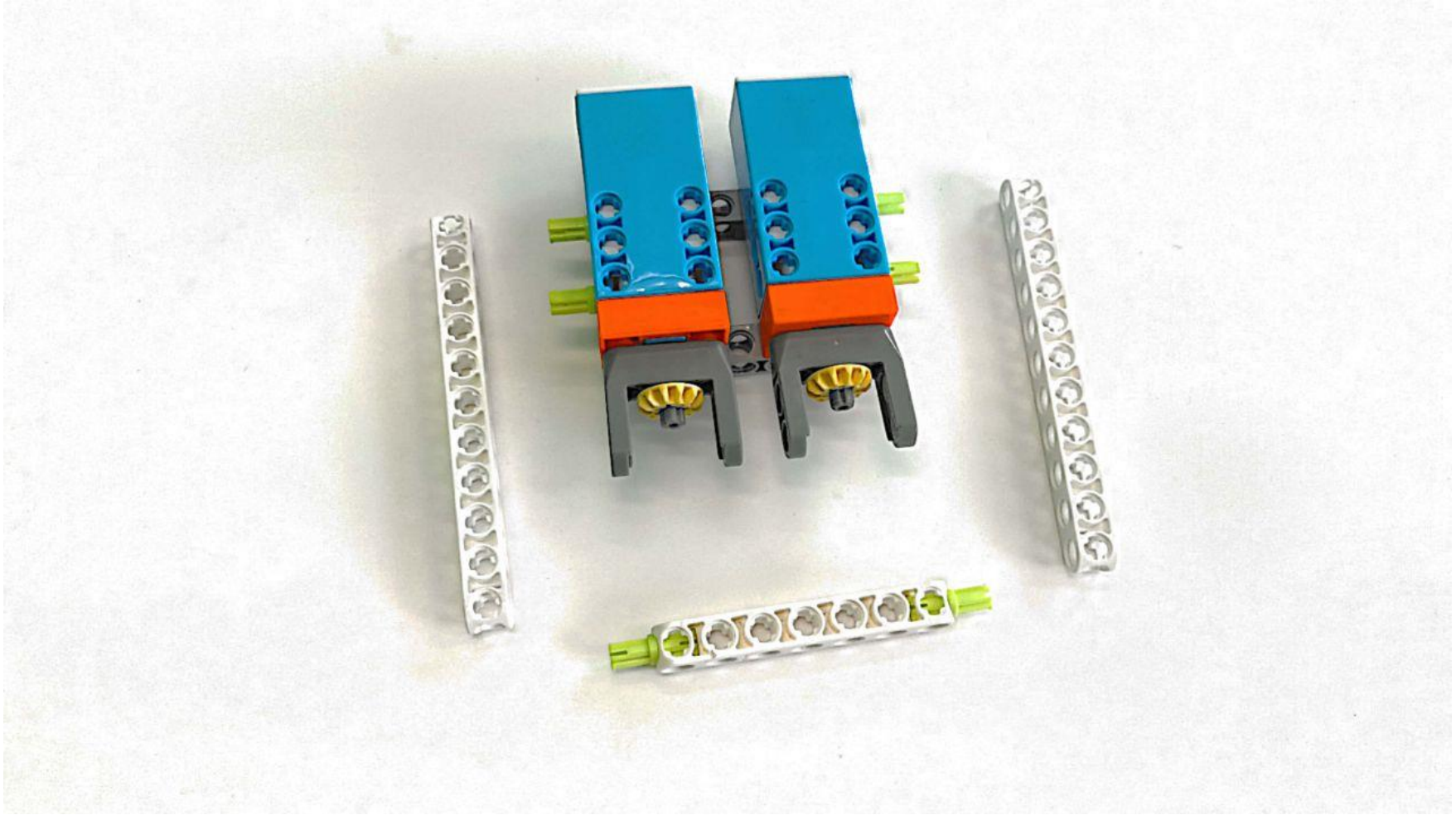

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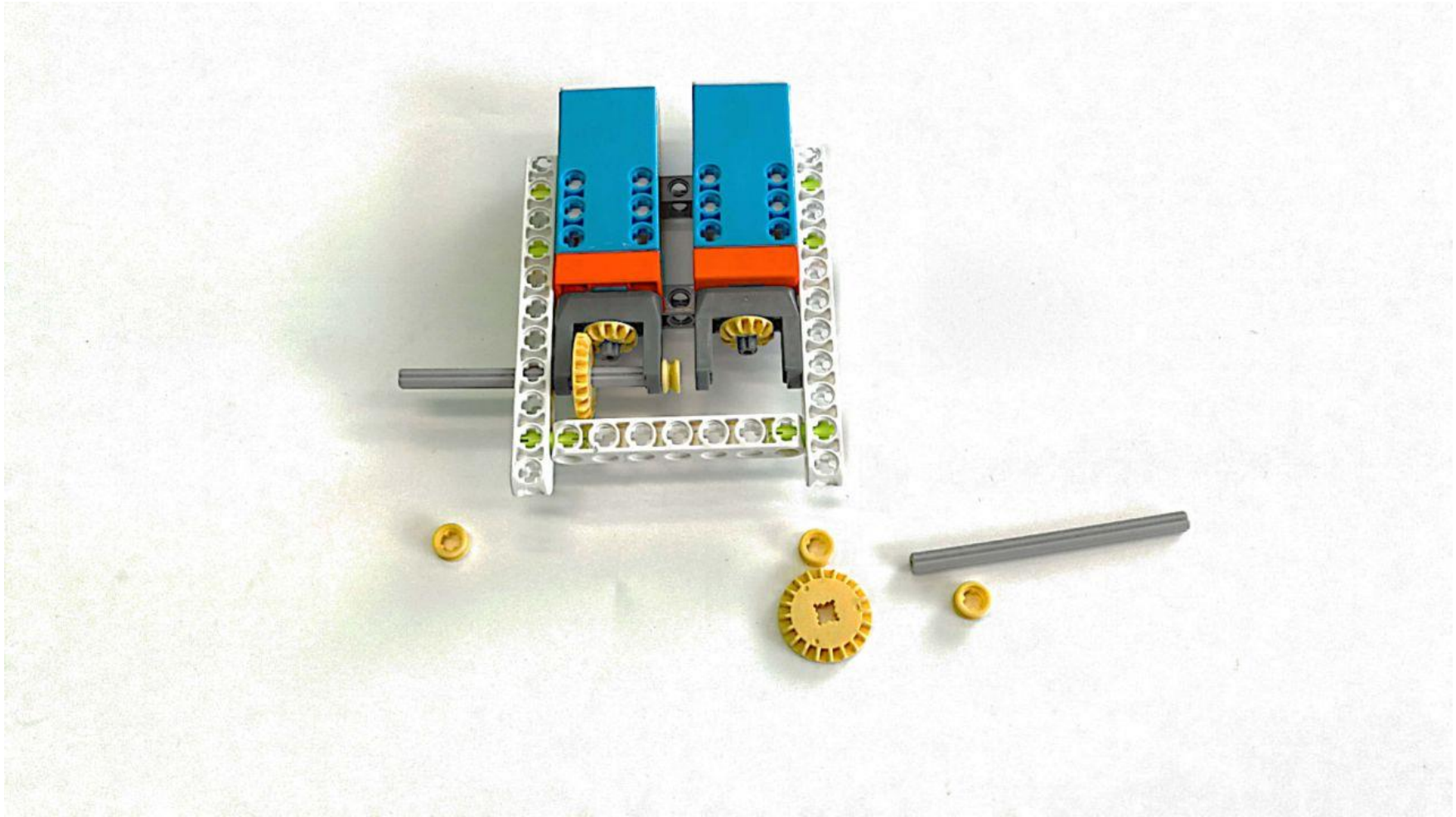

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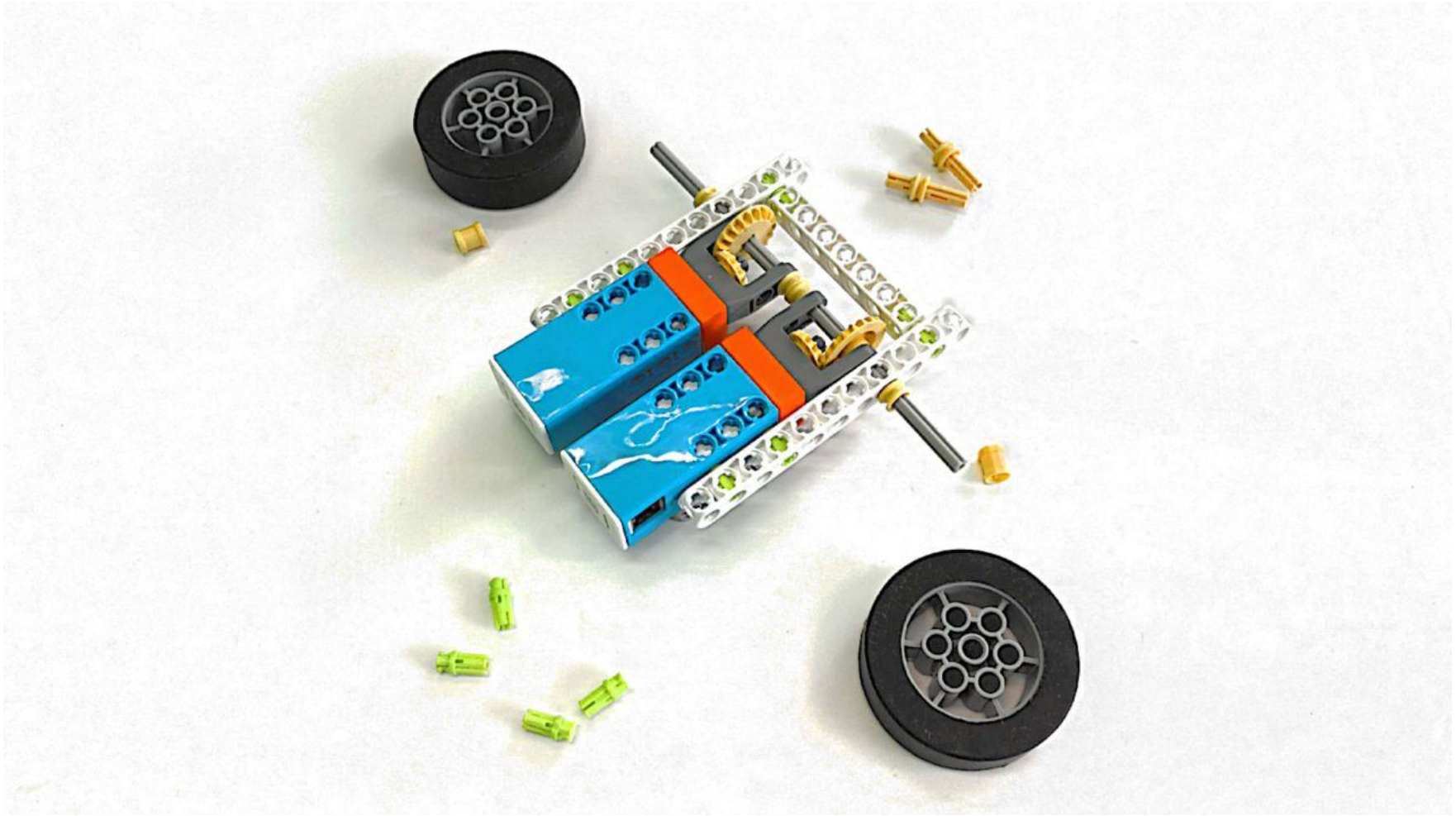

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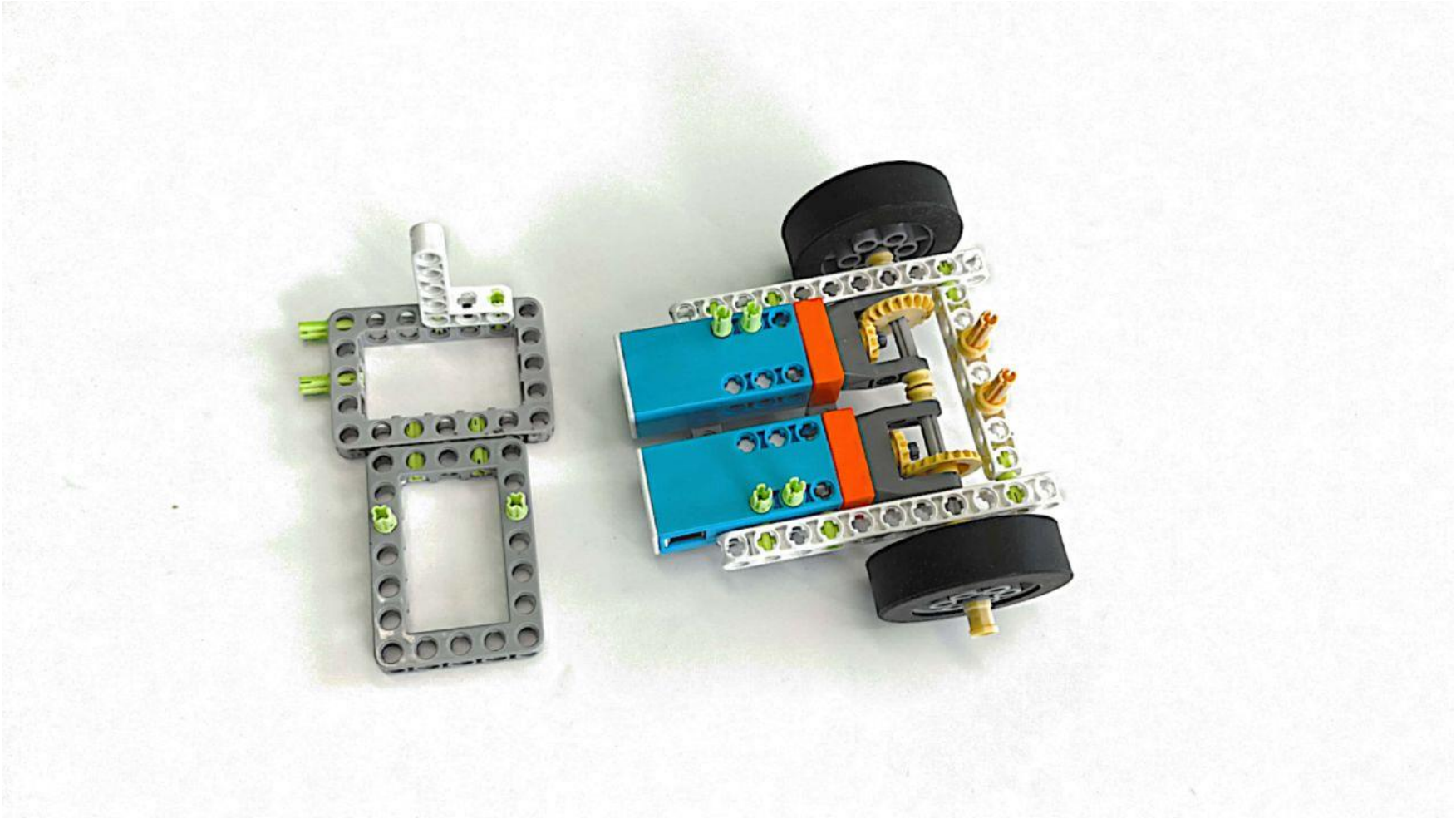

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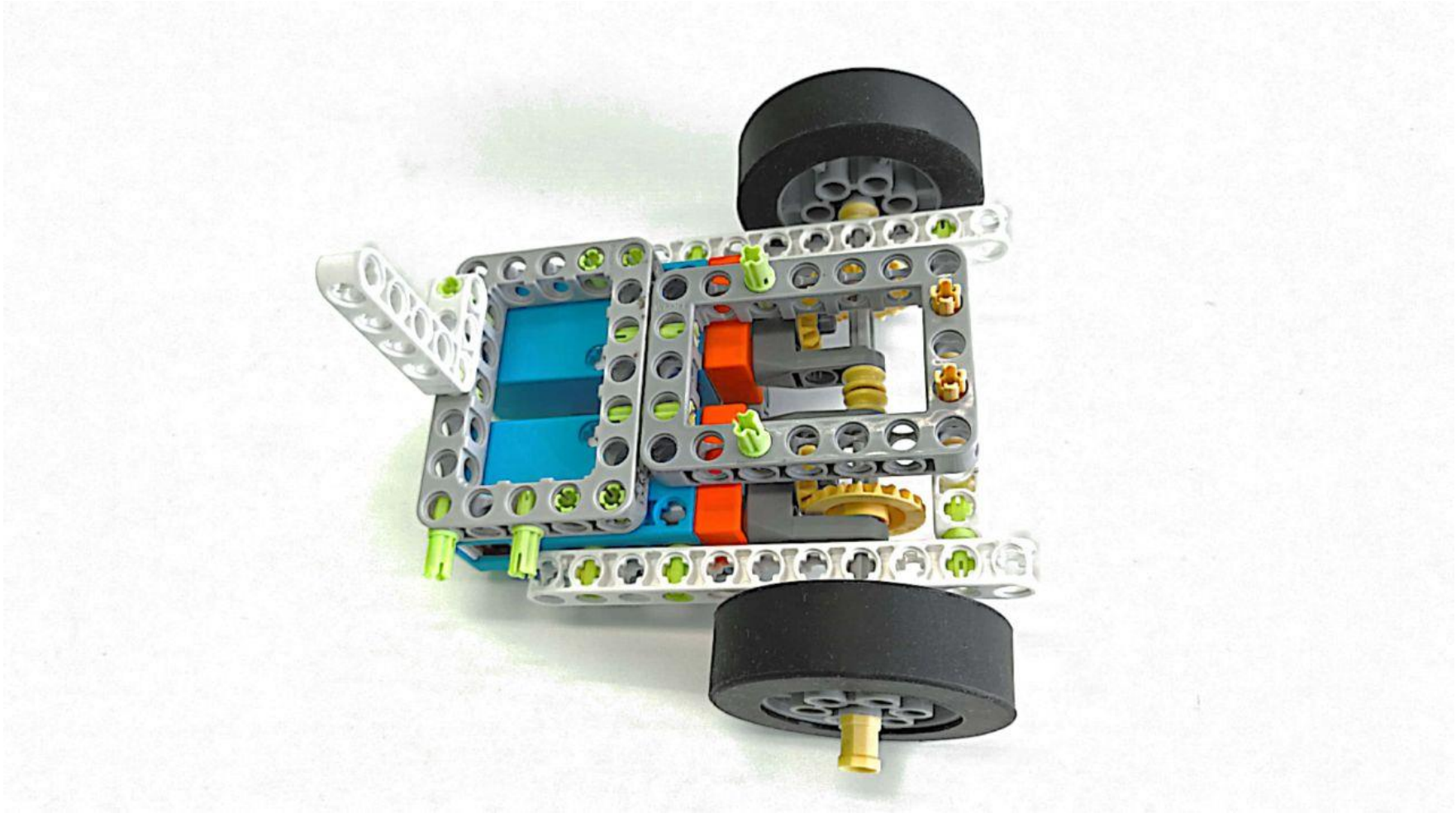

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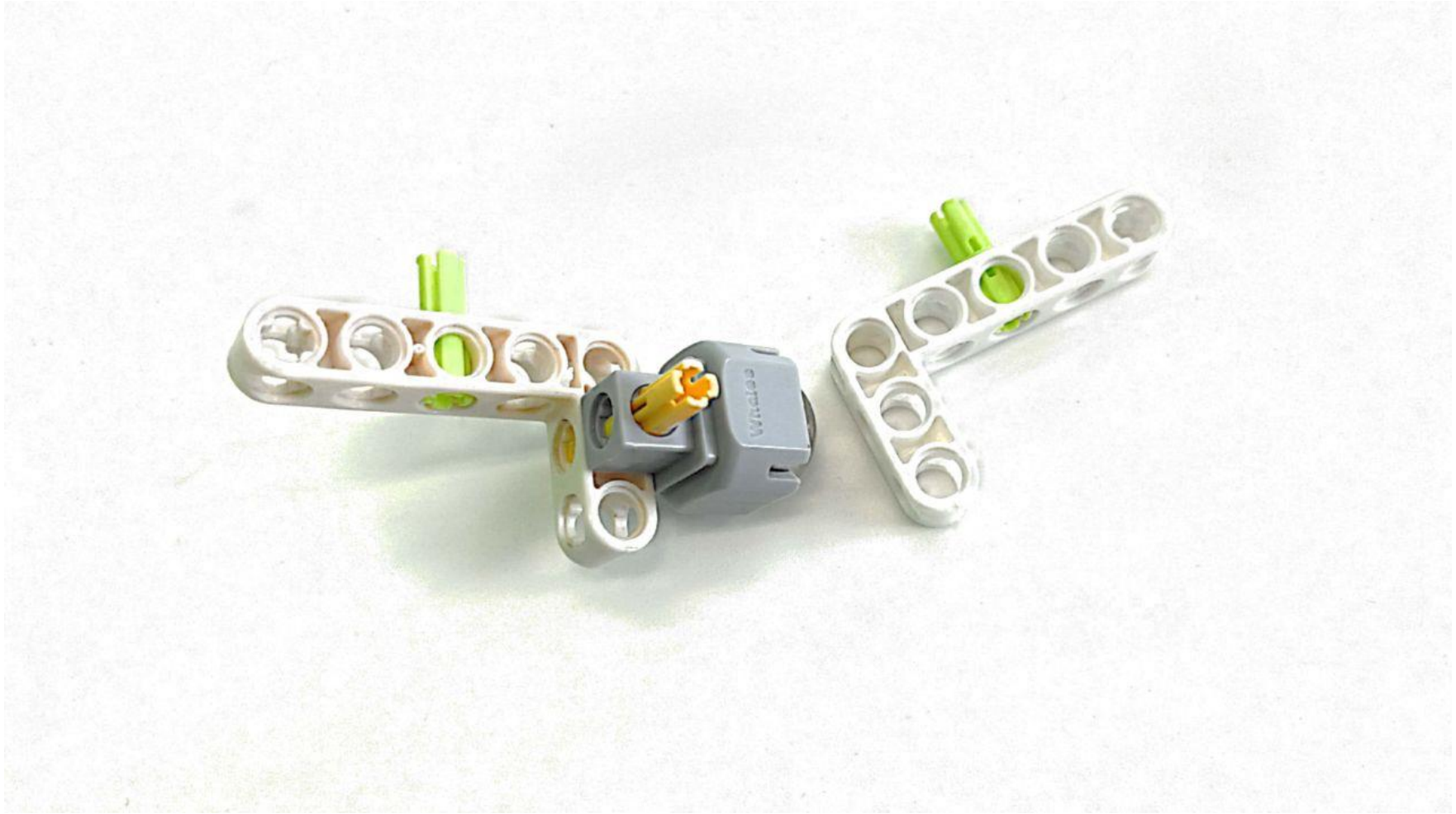

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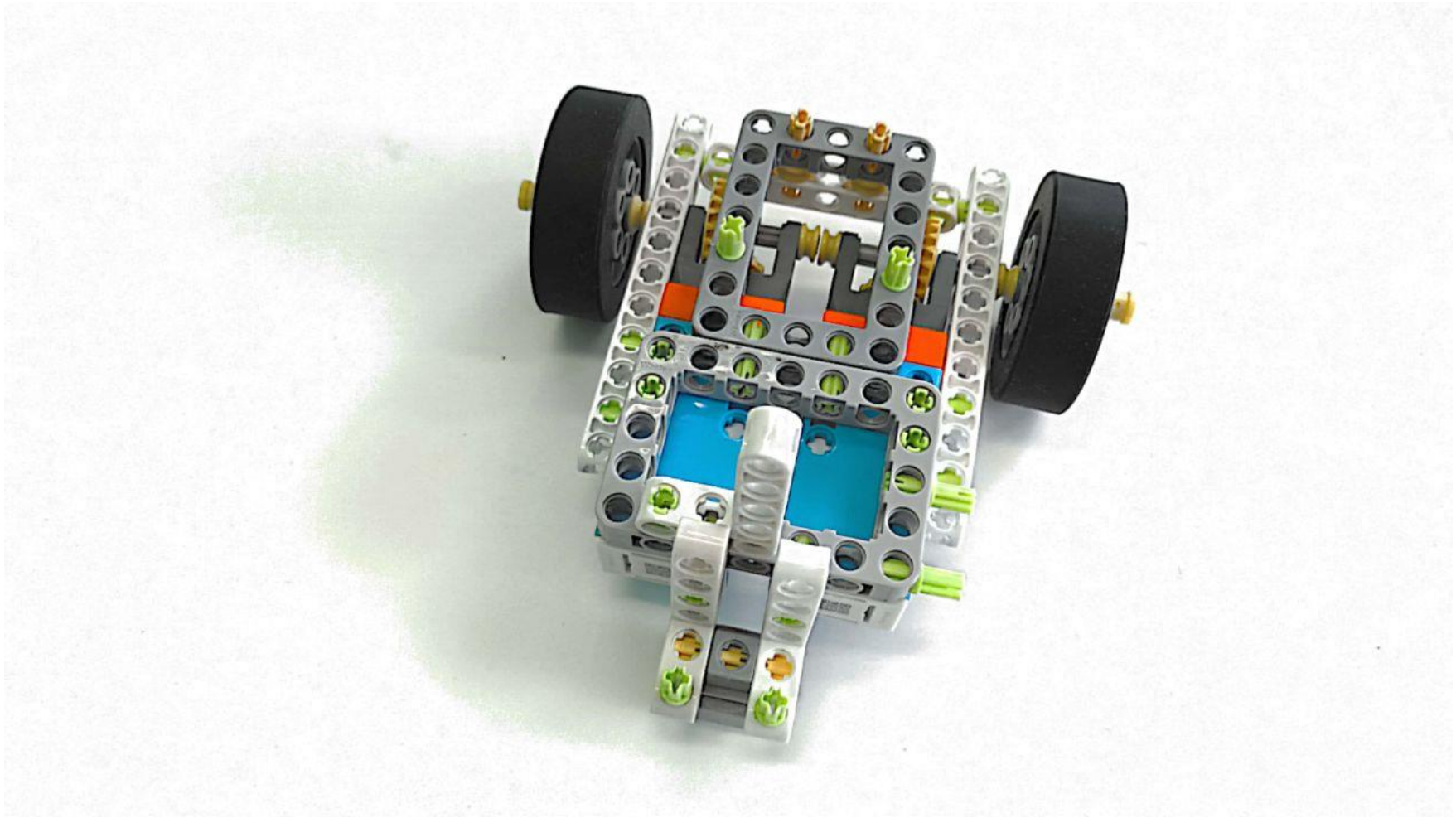

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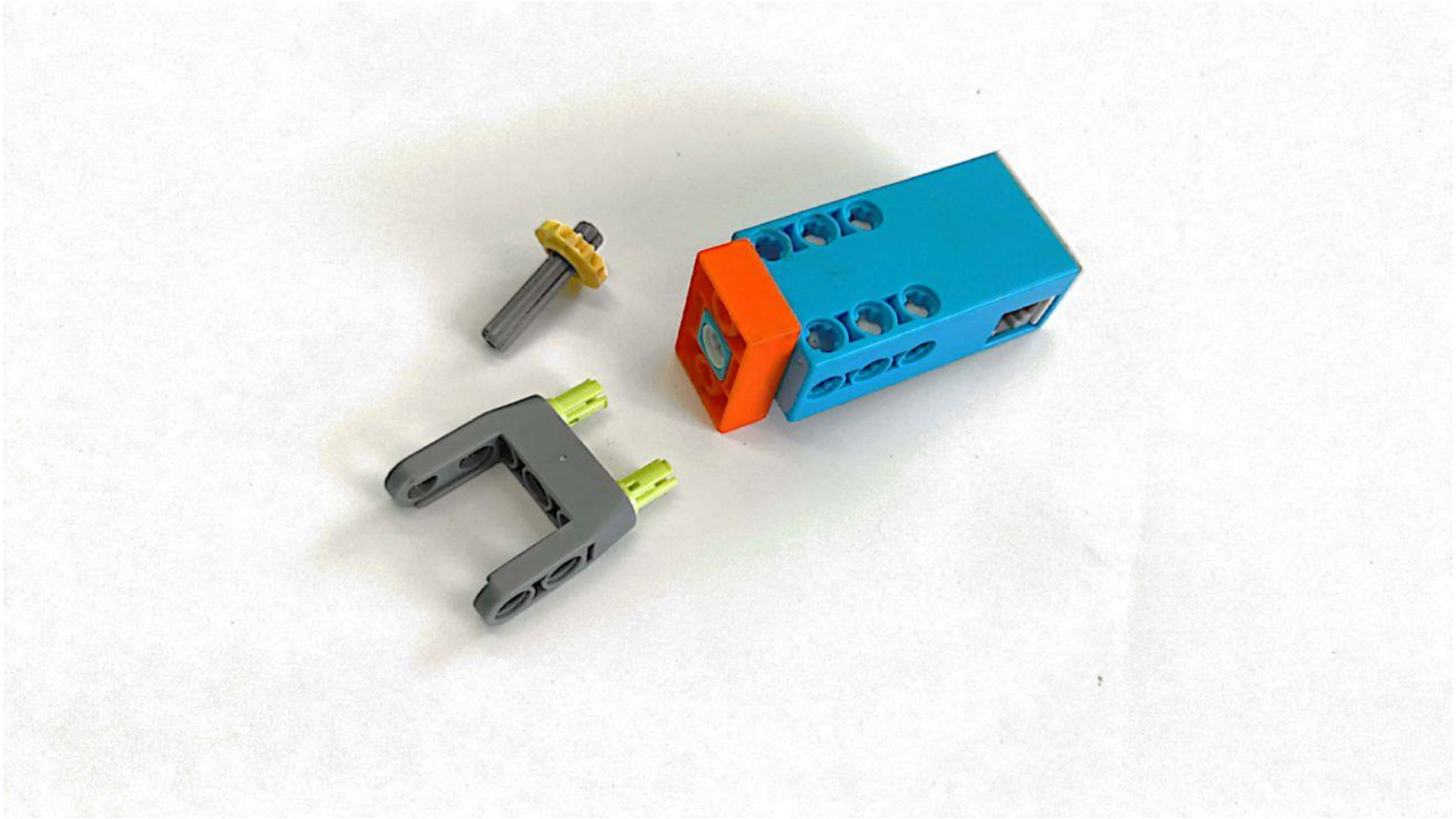

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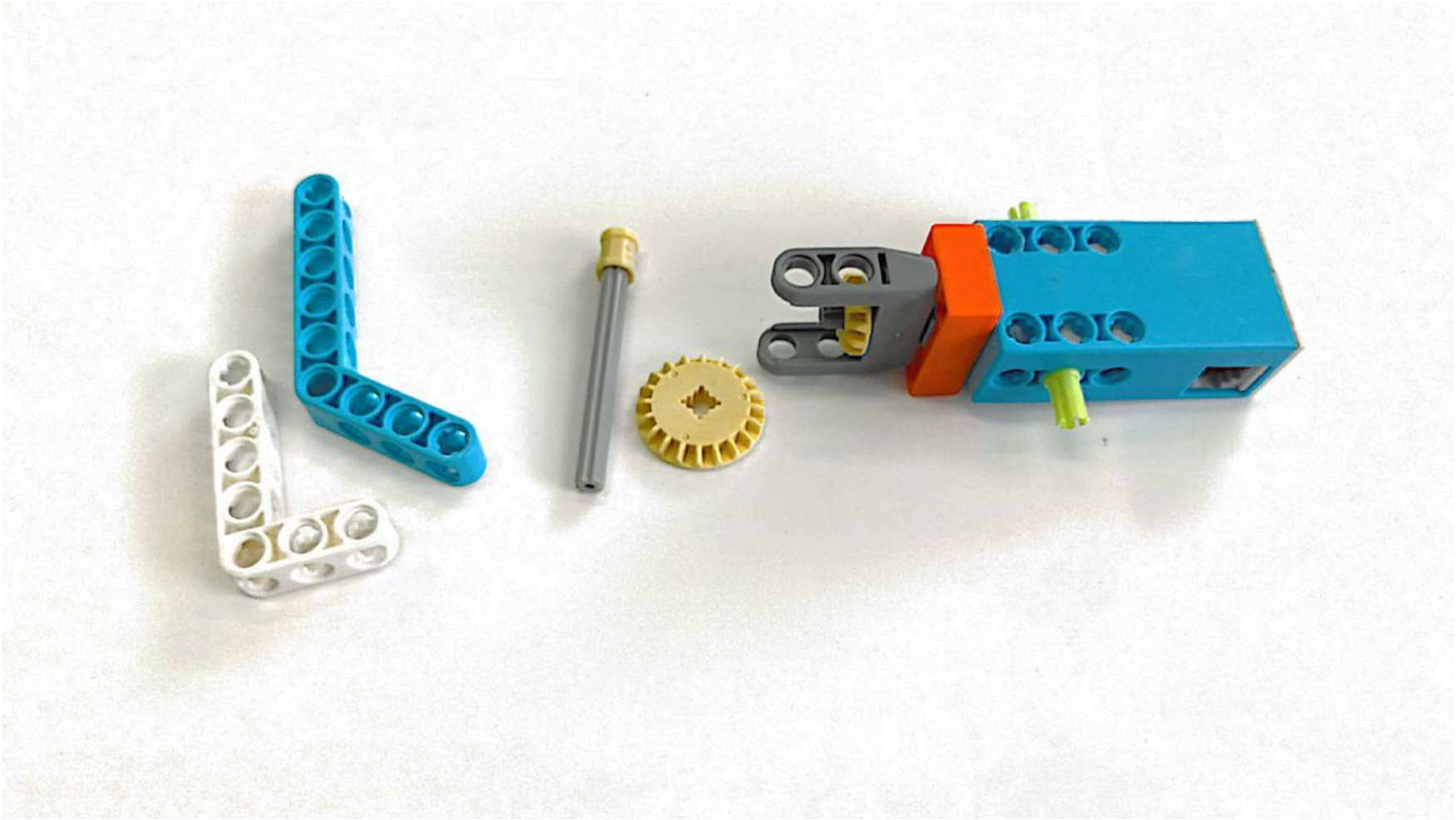

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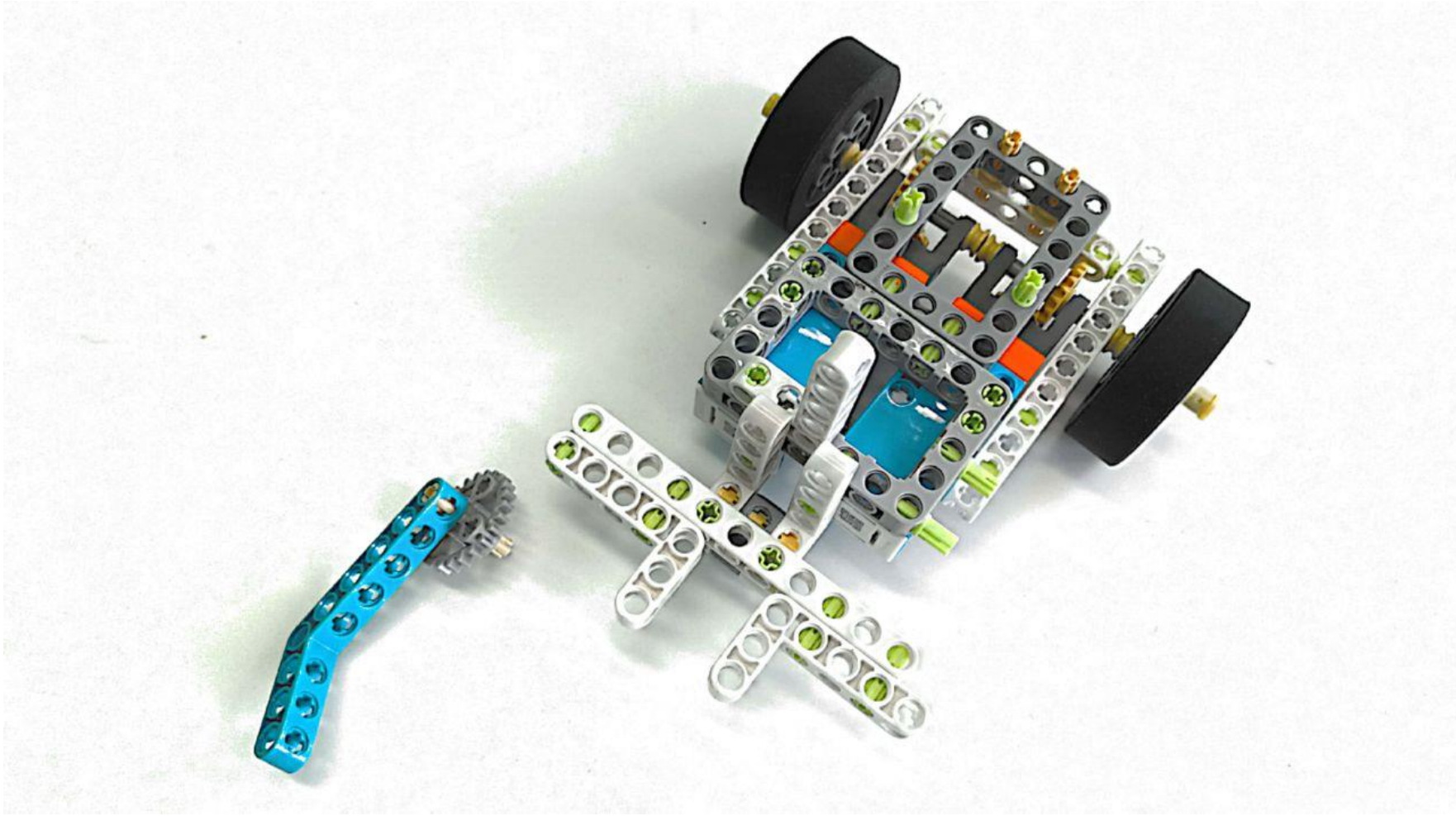

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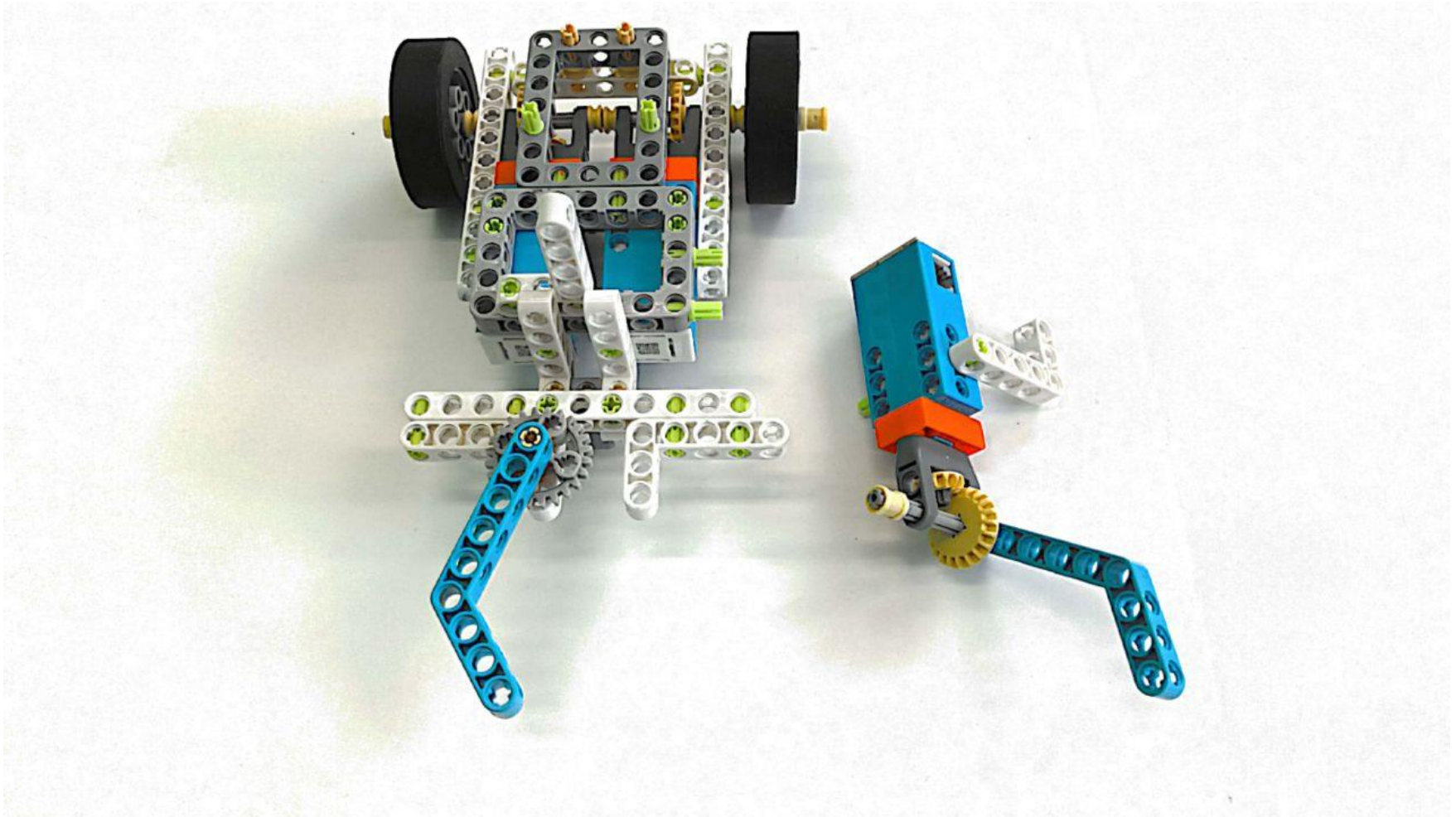

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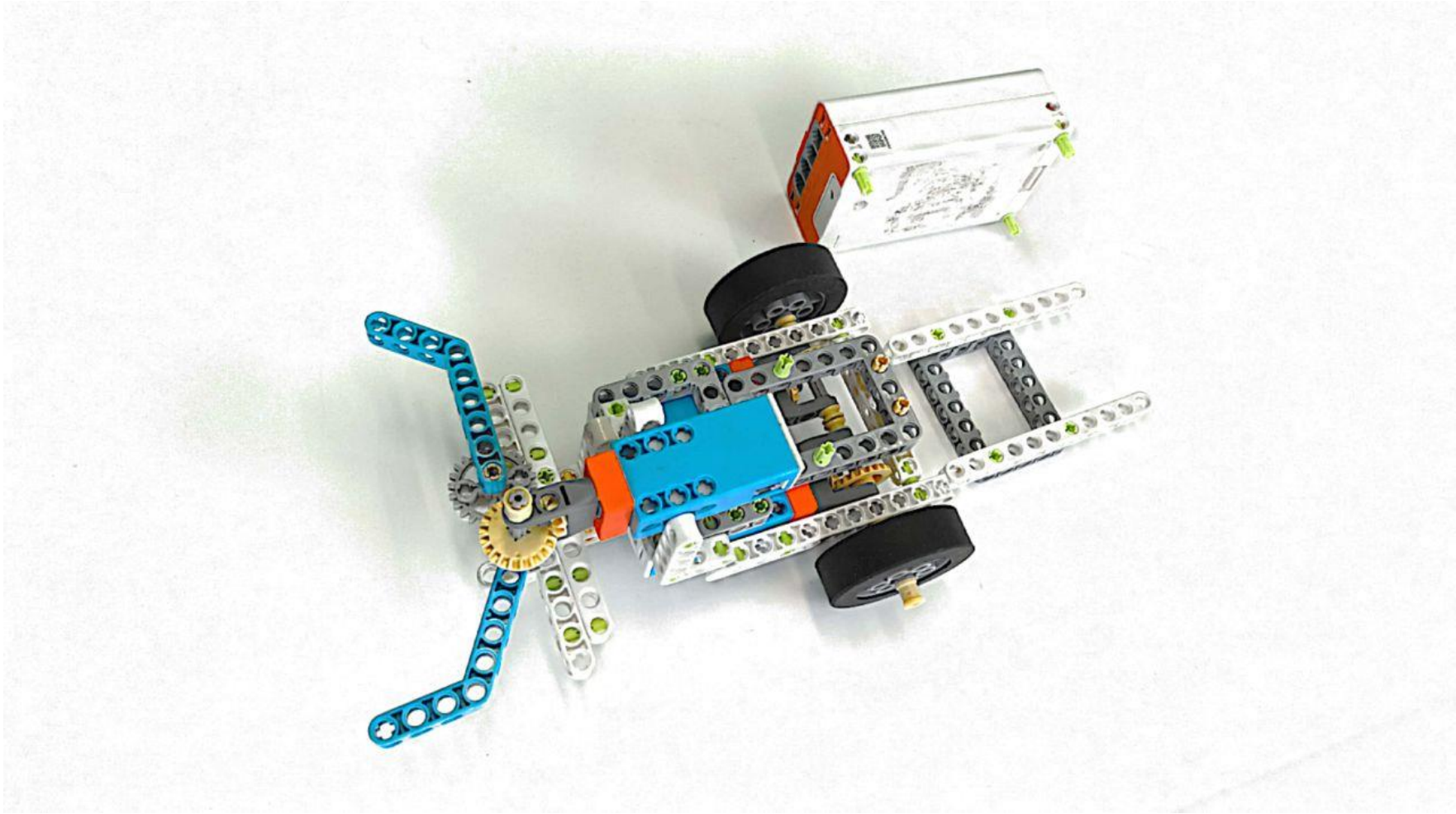

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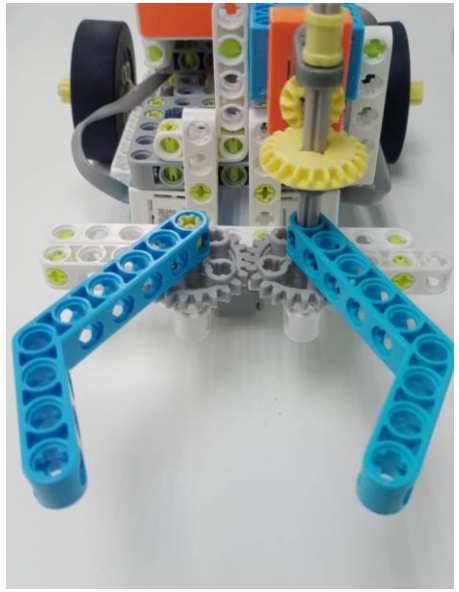

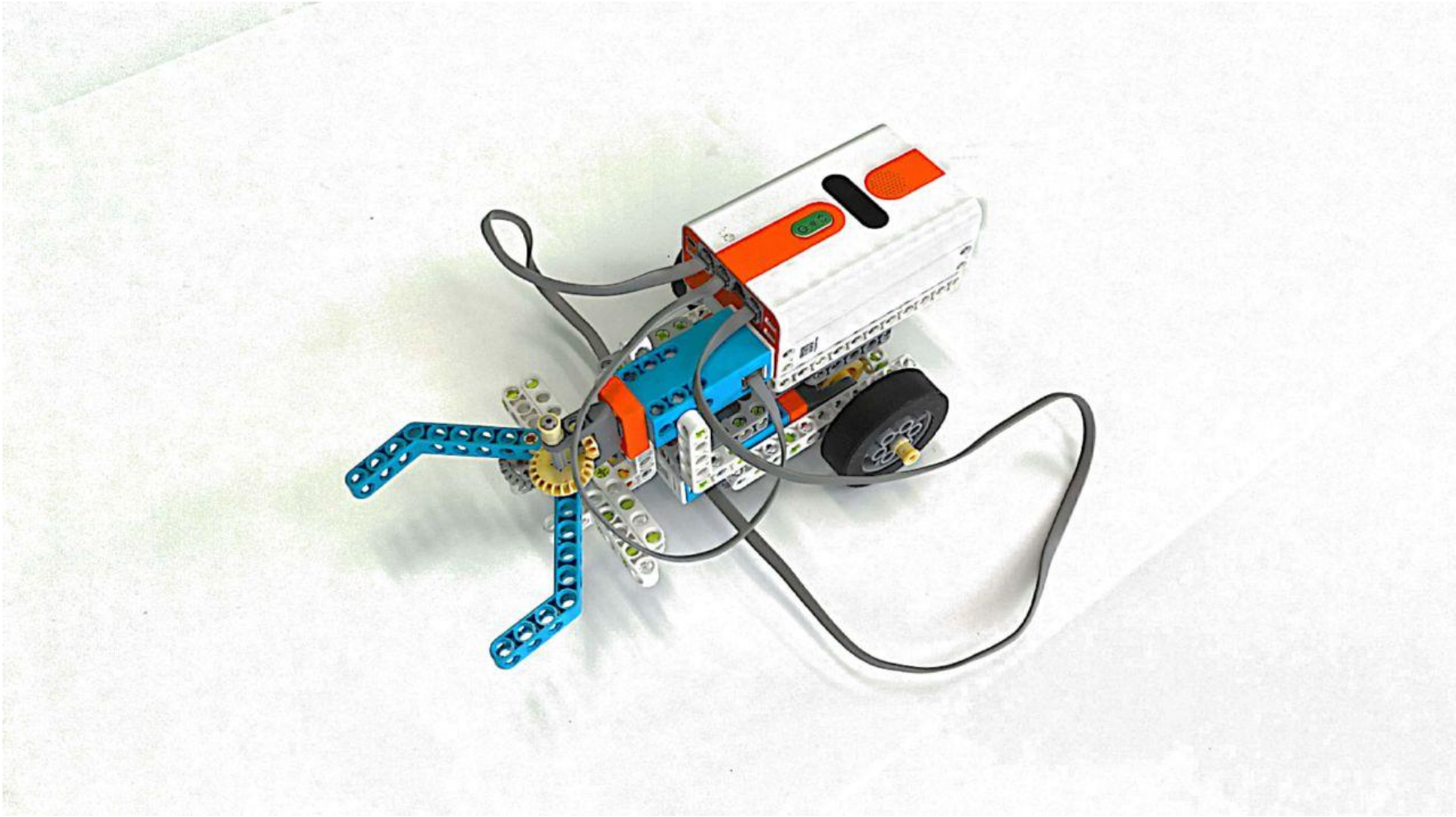

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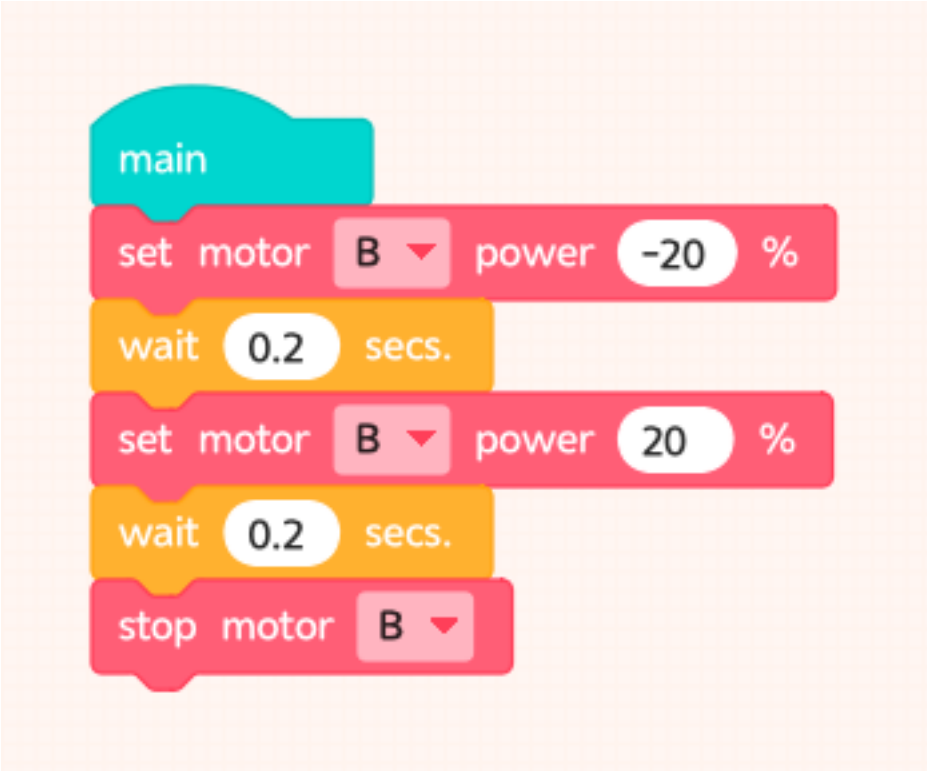


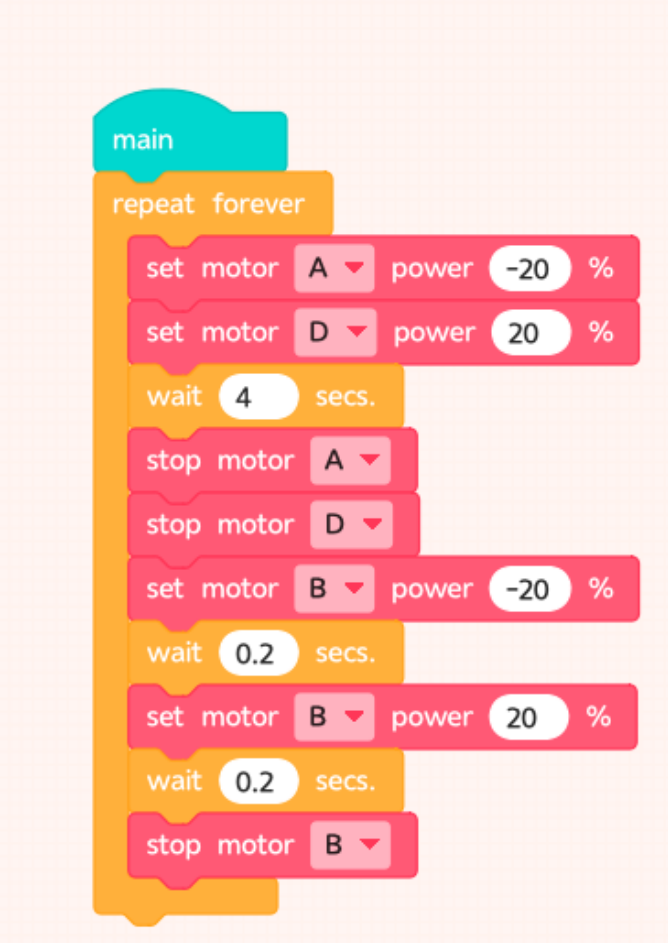
Task 1：

Let's program the Stag beetle’s mandible to move.

Ps : Starting position is closed.



4.Coding



Task 2：

Review "Repetitive Execution Modules".

Adjust the Stag beetle crawling speed by adjusting the speed value of the motor.

Different motor control positions are different. A and D control the crawling, and B controls its mandible.



5.Evaluation

Which of the following command modules is not used in the programming of the stag beetle?

A. Motor module

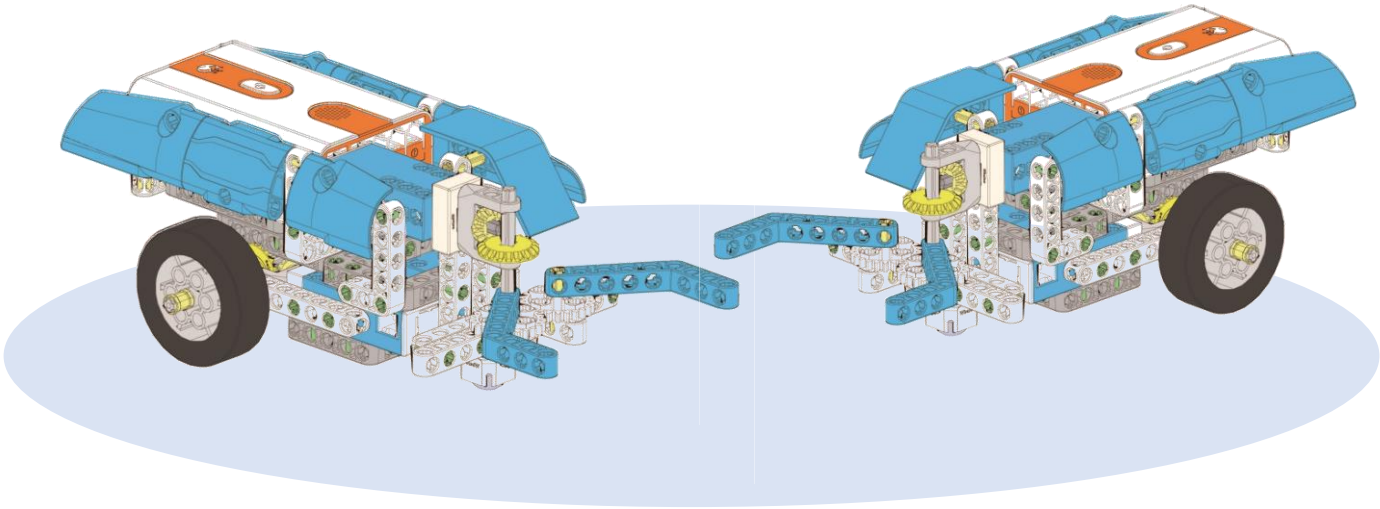
B. Waiting time module

C. Sensor module

D. Repeated execution module



6.Presentation



You can also decorate your stag beetle and have a battle with your friends!