matatalab

Coding Like ABC

Do you have a logical mind? Do you know how to simplify a program? Come and take up the challenge by taking part in a programming challenge with Matatalab!

Teams of 4 students compete in a programming challenge with robot designer Matatalab. The robot must be programmed to draw geometric figures and make routes to collect pawns on a checkerboard. Each figure or course yields points according to its complexity. The goal is to make the most of successful exercises in a limited time of 20 minutes.

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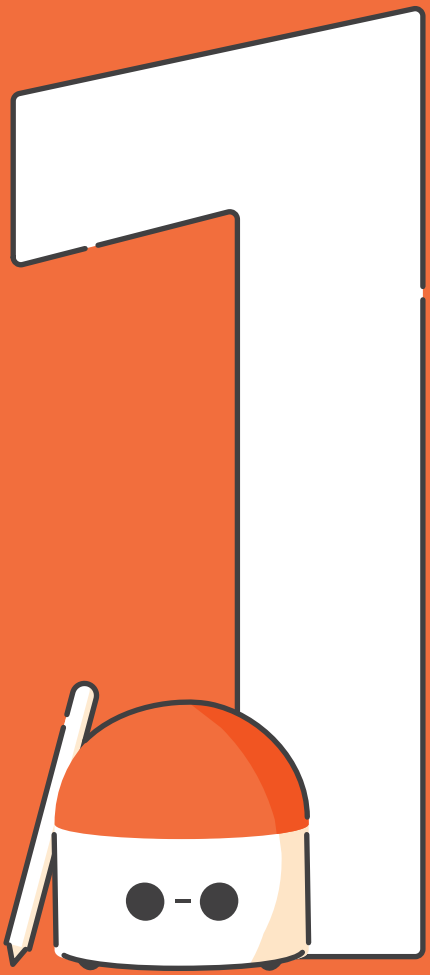
Drawing



1 point per completed figure, to be validated by the referee

The figure must remain within the drawing area

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Some reminders of geometry

The sums of the angles of a triangle is always 180 °

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Figure 1

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Figure 2

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Figure 3

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Figure 4

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Figure 5

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Figure 6

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Figure 7

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Figure 8

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Figure 9

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Figure 10

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Figure 11

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Figure 12

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Figure 13

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Figure 14