EL PASO HIGH SCHOOL
STEM

Click here to refer to documentation related to the ultrasonic rangefinder.

1. Write a program that speeds up both motors as you move your hand closer to the rangefinder. There should be at least 5 different ranges in the program. (Add a delay)

2. Write a program that starts the motors after the bump switch is pressed. As your hand approaches the rangefinder, reverse the motors. When your hand leaves the view of the rangefinder, resume the motors to the original direction.