

Mr. Path("Your task is to build a Line Following Robot.")

Code

```
1 import time
2 from adafruit_crickit import crickit
3
4 ss = crickit.seesaw
5
6 print("Line Follower with DC Motors using pin_mode + digital_read!")
7
8 # Set up IR sensor pins
9 ss.pin_mode(crickit.SIGNAL1, ss.INPUT_PULLUP) # Left sensor
10 ss.pin_mode(crickit.SIGNAL8, ss.INPUT_PULLUP) # Right sensor
11
12 # Motors
13 left_motor = crickit.dc_motor_1
14 right_motor = crickit.dc_motor_2
15 last_state="none"
16 # Movement functions
17 def stop():
18     left_motor.throttle = 0
19     right_motor.throttle = 0
20
21 def forward(speed=0.3):
22     left_motor.throttle = speed
23     right_motor.throttle = speed
24
25 def turn_left(speed=0.3):
26     left_motor.throttle = 0
27     right_motor.throttle = speed
28
29 def turn_right(speed=0.3):
30     left_motor.throttle = speed
31     right_motor.throttle = 0
32
```

```

33 # Main loops
34 while True:
35     # Read digital IR sensors (True/False)
36     right_sensor = ss.digital_read(crickit.SIGNAL8) # Left IR
37     left_sensor = ss.digital_read(crickit.SIGNAL1) # Right IR
38
39     # Logic: adjust depending on whether True means black or white
40     # Determine state
41     if not left_sensor and not right_sensor:
42         state = "forward"
43     elif left_sensor and not right_sensor:
44         state = "turn_right"
45     elif not left_sensor and right_sensor:
46         state = "turn_left"
47     else:
48         state = "stop"
49
50     # Only run action if state changed
51     if state != last_state:
52         if not left_sensor and not right_sensor:
53             forward(0.3)
54         elif left_sensor and not right_sensor:
55             turn_right(0.3)
56         elif not left_sensor and right_sensor:
57             turn_left(0.3)
58         else:
59             stop()# both on white
60     last_state = state
61
62     time.sleep(0.01)
63
64

```

Code Expalnation

import time

from adafruit_crickit import crickit

ss = crickit.seesaw

- time → for adding small delays.
- crickit → controls motors and sensors on the Adafruit Crickit board.
- ss is a shortcut for crickit.seesaw, which helps read/write sensor pins.

print("Line Follower with DC Motors using pin_mode + digital_read!")

- Displays a message when the program starts.

```
ss.pin_mode(crickit.SIGNAL1, ss.INPUT_PULLUP)
```

```
ss.pin_mode(crickit.SIGNAL8, ss.INPUT_PULLUP)
```

- SIGNAL1 = Left IR sensor
- SIGNAL8 = Right IR sensor
- INPUT_PULLUP means the input pin is held “HIGH” by default, so when the sensor detects a line, it goes “LOW.”

```
left_motor = crickit.dc_motor_1
```

```
right_motor = crickit.dc_motor_2
```

- Assigns the motors to the Crickit motor ports.

```
def stop():
```

```
left_motor.throttle = 0
```

```
right_motor.throttle = 0
```

```
def forward(speed=0.3):
```

```
left_motor.throttle = speed
```

```
right_motor.throttle = speed
```

```
def turn_left(speed=0.3):
```

```
left_motor.throttle = 0
```

```
right_motor.throttle =
```

```
speed def turn_right(speed=0.3):
```

```
left_motor.throttle = speed
```

```
right_motor.throttle = 0
```

- These control how the robot moves:

```
while True:
```

```
right_sensor = ss.digital_read(crickit.SIGNAL8)
```

```
left_sensor = ss.digital_read(crickit.SIGNAL1)
```

- Runs continuously — reads sensor data and controls motors.
- Reads the left and right sensors (True or False).

if not left_sensor and not right_sensor:

state = "forward"

elif left_sensor and not right_sensor:

state = "turn_right"

elif not left_sensor and right_sensor:

state = "turn_left"

else:

state = "stop"

Interprets sensor data:

- Both detect black (False) → Go straight.
- Left white, right black → Turn right.
- Right white, left black → Turn left.
- Both white → Stop (off the line).

if state != last_state:

This avoids repeating the same motor commands unnecessarily — improves smoothness.

if not left_sensor and not right_sensor:

forward(0.3)

elif left_sensor and not right_sensor:

turn_right(0.3)

elif not left_sensor and right_sensor:

turn_left(0.3)

else:

stop()

last_state = state

time.sleep(0.01)

- Saves the last movement state.
- Adds a short delay (10 ms) to prevent rapid switching.

