Teaching Your Robocar To Move

Day 2
Programming a Self-Driving Car

- Computers are not good at learning
- They need specific instructions for every situation
- Engineers must use advanced designs and trial-and-error to make cars drive themselves
Demonstration

Demonstration of the movements listed in the handout
Challenges

- Challenge 1: Drive into Garage
- Challenge 2: Back into Garage
- Challenge 3: One Lap around a Track
- Bonus Challenge: One Lap backwards around a Track

Don't hit the walls!