

# 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

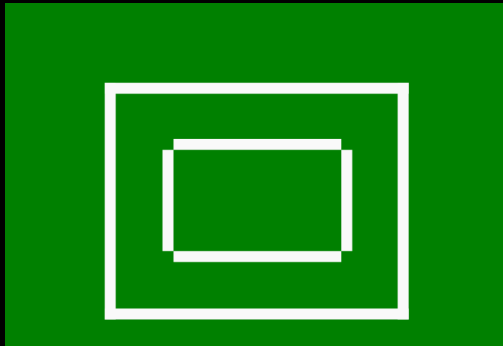
Demonstration of the movements listed in the handout

# Challenges

Start



- Challenge 1: Drive into Garage
- Challenge 2: Back into Garage



Don't hit the walls!



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- Challenge 3: One Lap around a Track
- Bonus Challenge: One Lap backwards around a Track