

Reference

Behaviors

A **behavior** is anything your robot does: turning on a single motor is a behavior, moving forward is a behavior, tracking a line is a behavior, navigating a maze is a behavior. There are three main types of behaviors that we are concerned with: **basic** behaviors, **simple** behaviors, and **complex** behaviors.

Basic Behaviors

Example: Turn on Motor Port 3 at half power

At the most basic level, everything in a program must be broken down into tiny behaviors that your robot can understand and perform directly. In ROBOTC, these are behaviors the size of **single statements**, like **turning on a single motor**, or **resetting a timer**.

Simple Behaviors

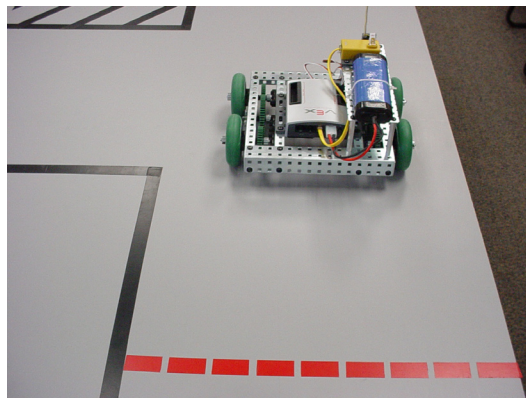
Example: Move forward for 2 seconds

Simple behaviors are small, bite-size behaviors that allow your robot to perform a **simple, yet significant task**, like **moving forward for a certain amount of time**. These are perhaps the most useful behaviors to think about, because they are big enough that you can describe **useful actions** with them, but small enough that you can program them easily from basic ROBOTC commands.

Complex Behaviors

Example: Follow a defined path through an entire maze

These are behaviors at the **highest levels**, such as **navigating an entire maze**. Though they may seem complicated, one nice property of complex behaviors is that they are always composed of smaller behaviors. If you observe a complex behavior, you can always break it down into smaller and smaller behaviors until you eventually reach something you recognize.



```
task main()
{
    bMotorReflected[port2] = 1;

    motor[port3] = 63;
    motor[port2] = 63;
    wait1Msec(2000);

    motor[port3] = -63;
    motor[port2] = 63;
    wait1Msec(400);

    motor[port3] = 63;
    motor[port2] = 63;
    wait1Msec(2000);
}
```

Basic behavior
This code turns the left motor on at half power.

Simple behavior
This code makes the robot go forward for 2 seconds at half power.

Complex behavior
This code makes the robot move around a corner.

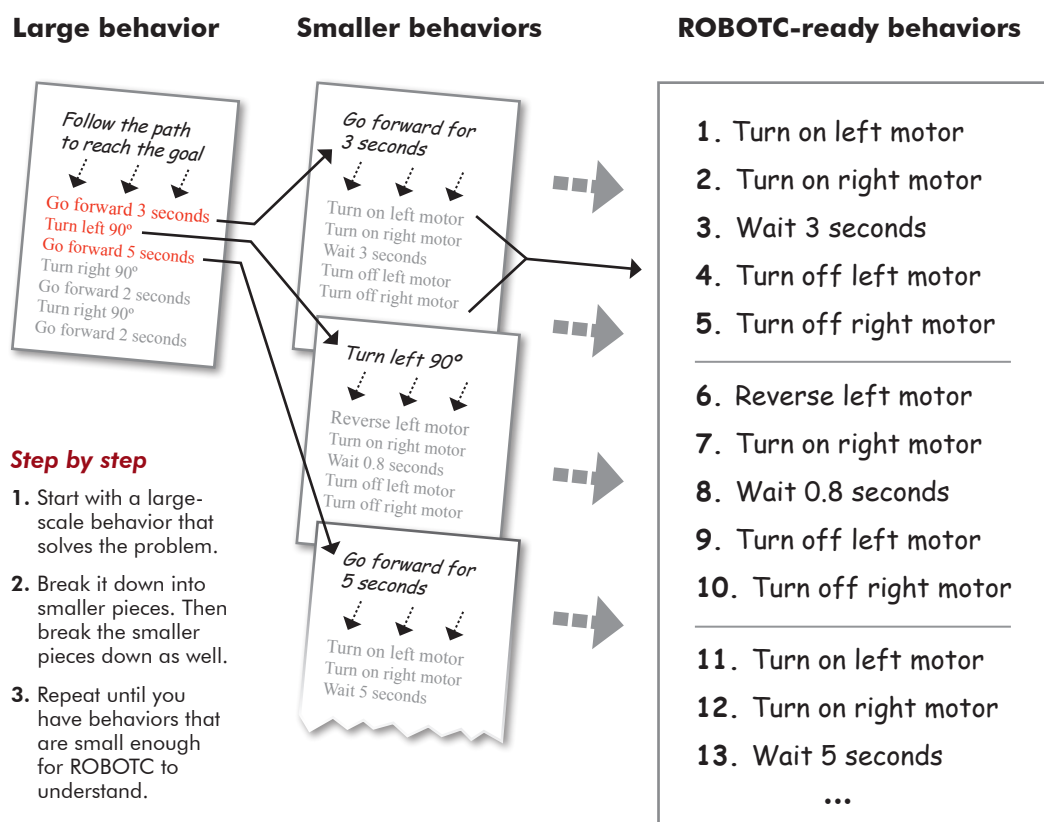
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Behaviors

Composition and Analysis

Perhaps the most important idea in behaviors is that they can be **built up or broken down into other behaviors**. Complex behaviors, like going through a maze, can always be broken down into **smaller, simpler behaviors**. These in turn can be broken down further and further until you reach simple or basic behaviors that you recognize and can program.

By looking back at the path of behaviors you broke down, you can also see how the smaller behaviors should be programmed so that they **combine back together**, and produce the larger behavior. In this way, analyzing a complex behavior **maps out the pieces** that need to be programmed, then allows you to **program them**, and **put them together** to build the final product.



Sometimes it can be hard to tell whether a behavior is “simple” or “complex”. Some programs are so complex they need multiple layers of simple behaviors before they reach the basic ones!

“Basic,” “Simple,” and “Complex” are categories of behaviors which are meant to help you **think about the structure of programs**. They are points of reference in the world of behaviors. Use these distinctions to help you, but don’t worry if your “complex” behavior suddenly becomes a “simple” part of your next program... just pick the point of reference that’s most useful for what you need.