

# Dobbiamo salvare il robot Susan (1)

## Scripts Asimov

The image displays six Scratch scripts for the Asimov robot, arranged in a 3x2 grid. Each script is triggered by a specific event and contains blocks for setting variables and controlling the robot's motors.

- Script 1 (Top Left):** Triggered by "quando si clicca su" (when clicked), it sets the "variabile" (variable) to 30 and sets all motors to "con velocità" (with speed) "variabile".
- Script 2 (Top Right):** Triggered by "quando si preme il tasto" (when key pressed) "freccia destra" (right arrow), it sets the left motor to "con velocità" (with speed) "variabile" and the right motor to "con velocità" (with speed) 0.
- Script 3 (Middle Left):** Triggered by "quando si preme il tasto" (when key pressed) "freccia su" (up arrow), it sets the "variabile" (variable) to "variabile + 10" and sets all motors to "con velocità" (with speed) "variabile".
- Script 4 (Middle Right):** Triggered by "quando si preme il tasto" (when key pressed) "freccia sinistra" (left arrow), it sets the left motor to "con velocità" (with speed) 0 and the right motor to "con velocità" (with speed) "variabile".
- Script 5 (Bottom Left):** Triggered by "quando si preme il tasto" (when key pressed) "freccia giù" (down arrow), it sets the "variabile" (variable) to "variabile - 10" and sets all motors to "con velocità" (with speed) "variabile".
- Script 6 (Bottom Right):** Triggered by "quando si preme il tasto" (when key pressed) "spazio" (space), it sets "ferma motori" (stop motors).