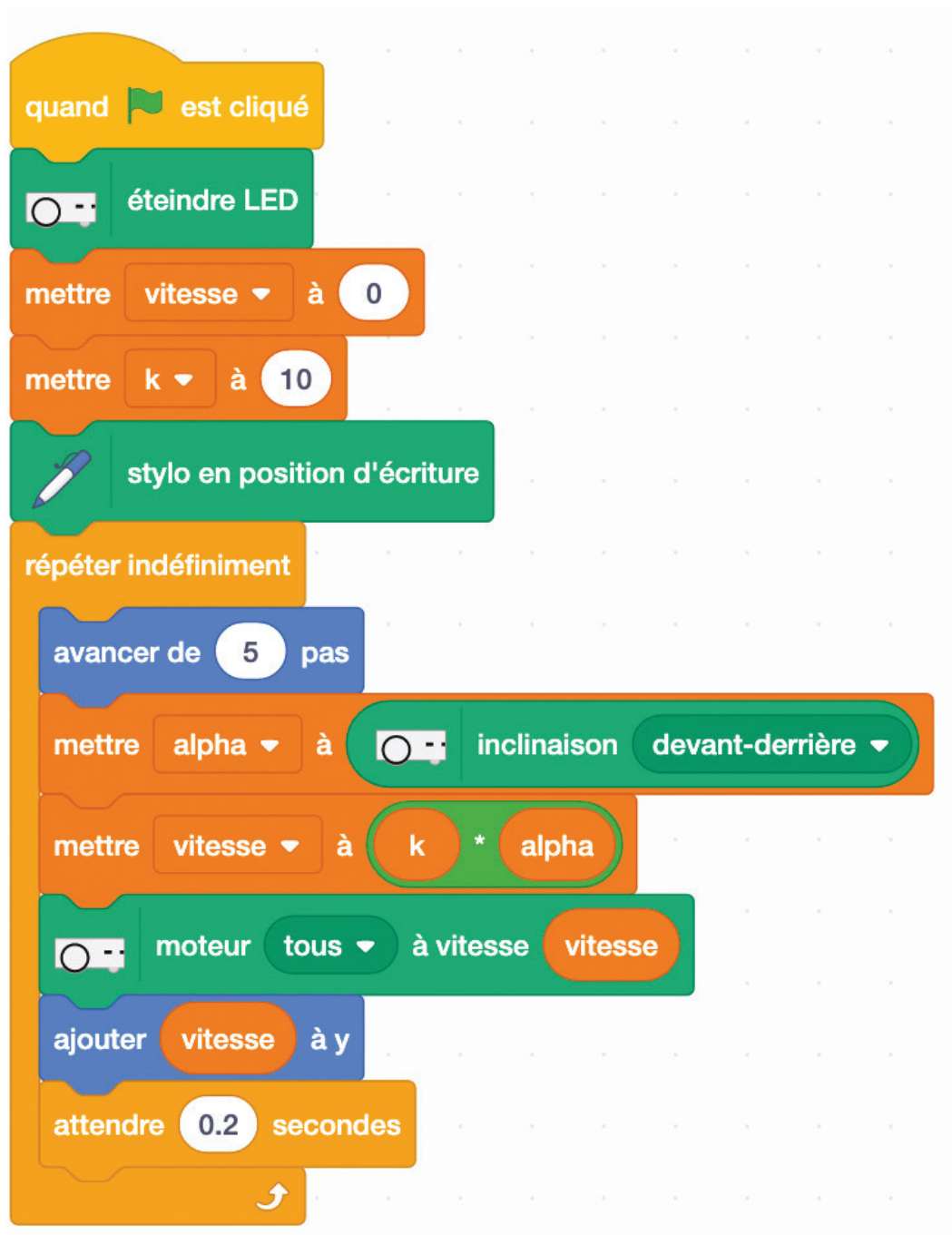


# Thymio equilibriste



The image shows a Scratch script designed to control a Thymio robot. The script begins with a 'when green flag clicked' event block. This is followed by a sequence of initialization blocks: 'turn off LED', 'set speed to 0', and 'set k to 10'. A green block sets the pen to 'writing position'. The main logic is contained within an 'infinite loop' block. Inside this loop, the robot moves forward by 5 steps. A sensor block checks the 'tilt' (inclinaison) of the robot, with a dropdown menu set to 'front-back'. The 'speed' variable is then calculated as the product of the constant 'k' and the 'alpha' value returned by the sensor. This calculated speed is used to set the motor to 'all' (tous) at that specific speed. The speed variable is then incremented by the current speed value. Finally, the script waits for 0.2 seconds before repeating the loop.

```
when green flag clicked
  turn off LED
  set speed to 0
  set k to 10
  pen to writing position
  loop forever
    move 5 steps forward
    set alpha to tilt (inclinaison) front-back
    set speed to k * alpha
    set motor to all (tous) at speed speed
    add speed to y
    wait 0.2 seconds
```