

Appendix B: Sample Robots

The following code segments are the programs for the four sample robots distributed with this disk, Stationary, DumBot, TimBot, and MoveBot:

```
# Robot Stationary
# 12/30/89 By David Harris
```

```
main:
  aim 10 + aim' store
  main jump
```

.....

```
DumBot
Created 12/27/89 by David Harris
```

This robot maintains shields, rotates its turret, and fires when it finds a target.

```
Main:
  50 shield' store
  aim 7 + aim' store
  range 0 >
    missilesub if
  main jump
```

```
MissileSub:
  50 missile' store
  return
```

.....

```
# Tim's Robot
#
#   Designed by the same person
#   Who, at the present, due to the presence
#   of altogether too many Electric Monks,
#   believes that he is a banana and that Dodo
#   is more powerful than Mac II, thereby
#   causing his programming ability to
#   deteriorate. Oh well.
```

```
random aim' store
```

```
Main:
  range 0 = rotate shoot if
  main jump
```

```
rotate:
  aim 17 + aim' store
  return
```

```
shoot:
```

```
energy 20 > reallyshoot if
return
```

```
reallyshoot:
energy fire' store
return
```

.....

MoveBot
Created 11/21/89 by David Harris.

This robot moves about the screen,
maintaining shields and searching for a
target. It fires when it sights anything.

START:

```
1 speedx' store
```

```
1 speedy' store
```

```
25 shield' store
```

MAIN:

```
aim 5 + aim' store
```

```
# Rotate Turret
```

```
x 50 < xmin if
```

```
# X minimum
```

```
y 50 < ymin if
```

```
# Y minimum
```

```
x 250 > xmax if
```

```
# X maximum
```

```
y 250 > ymax if
```

Y maximum

range 0 > shoot if

Shoot if range >0

25 shield' store

main jump

XMIN:

random 3 mod 1 + speedx' store

return

YMIN:

random 3 mod 1 + speedy' store

return

XMAX:

-1 random 3 mod - speedx' store

return

YMAX:

-1 random 3 mod - speedy' store

return

SHOOT:

energy 2 / missile' store

return