U3-2.1b Challenge up: Cheater bot

Using a decider bot is a fair way to choose between two options. The LEDs flash so quickly that **it's very hard to 'cheat' and get the robot to answer the way you want. You can build a decider bot with a 'cheat' however...** but you need to add a second subroutine to do it!

What to do

Write a program to turn Edison into a decider bot with a secret cheat. Your main program should have Edison flash its LEDs on and off forever. You also need two subroutines: one subroutine that is fair and one that cheats. The **'fair'** subroutine needs to interrupt the main program if the robot detects a button being pressed, and tell Edison to wait for a few sounds so that you can see which LED is on to get your answer.

Don't forget

In EdScratch, you need to use a block from the Events category to act as an interrupt and be the first block at the start of any subroutine.

The second subroutine should also interrupt the main program if the robot detects a different button has been pressed. Instead of just waiting, however, you need to design that subroutine to give you a set answer.

Download your program to your Edison robot and test it out.

Hint!

You can use the decider bot program from activity U3-2.1 as a base for your program.