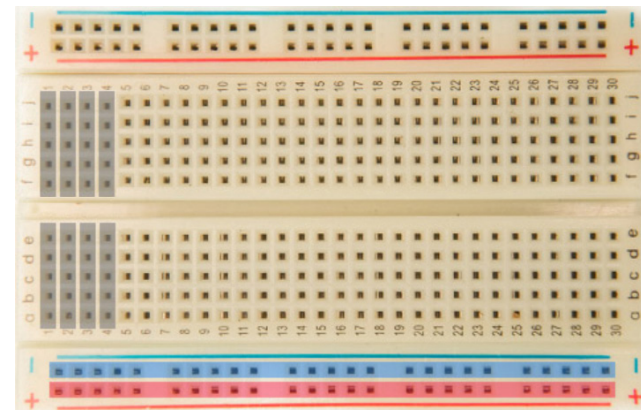
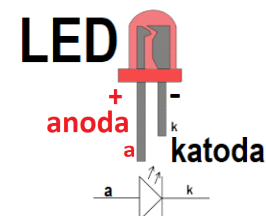


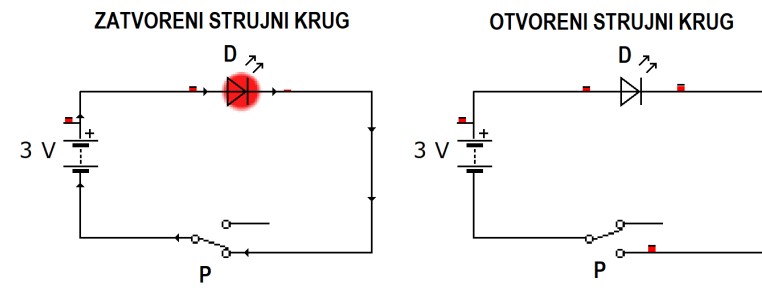
Slika 1.



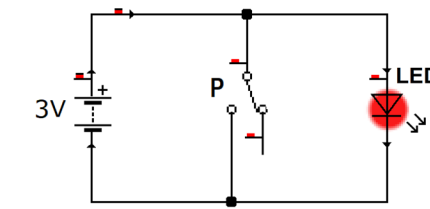
Slika 2.



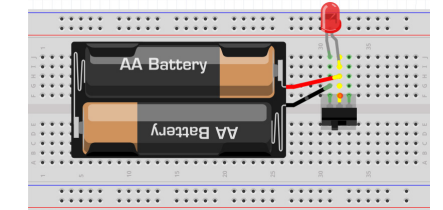
Slika 4.



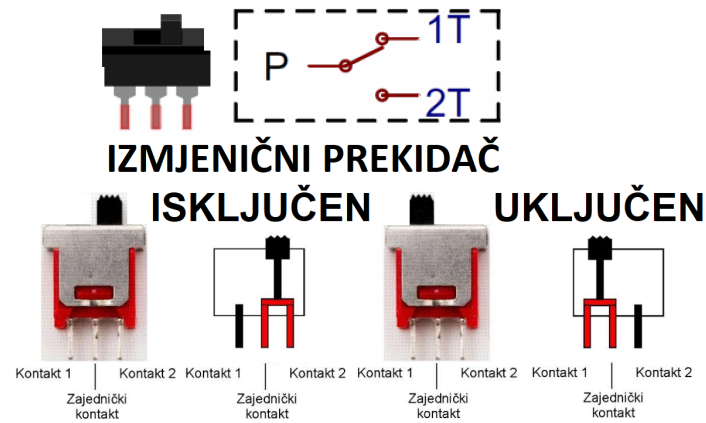
Slika 5.



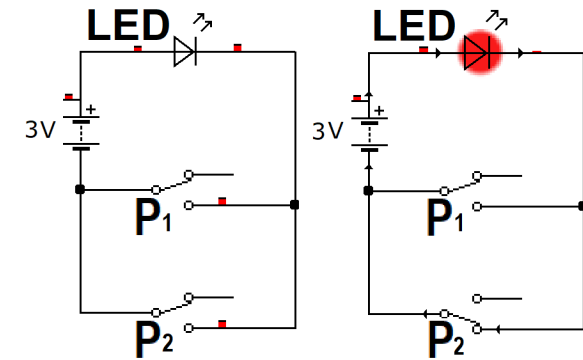
Slika 6.



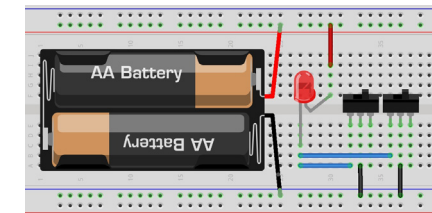
Slika 3.



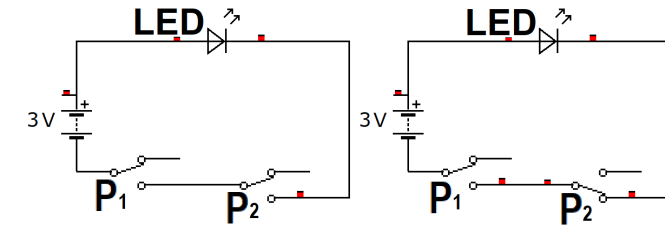
Slika 7.



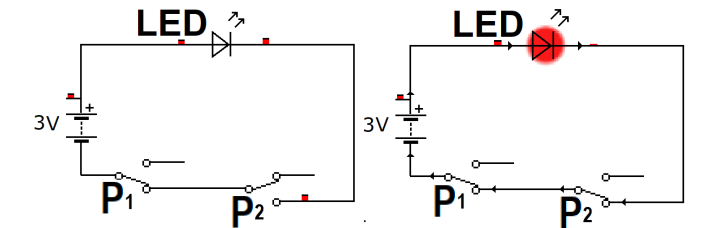
Slika 9.



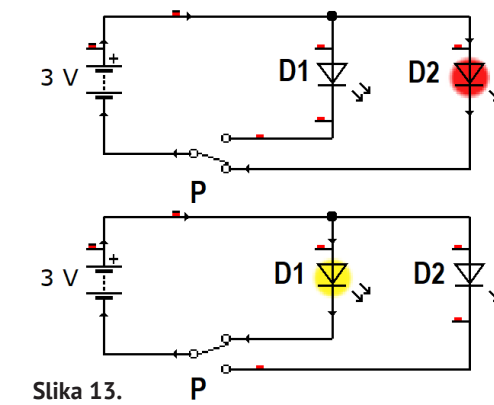
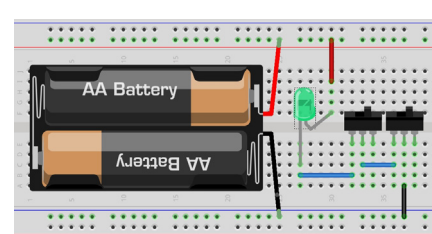
Slika 10.



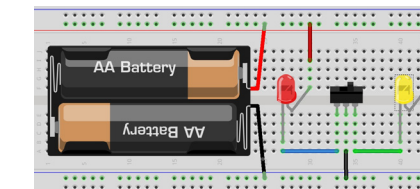
Slika 11.



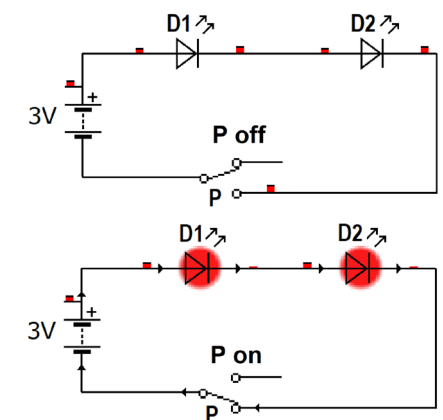
Slika 12.



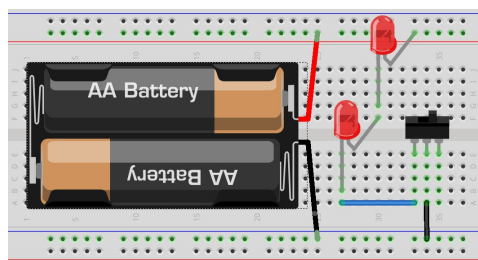
Slika 14.



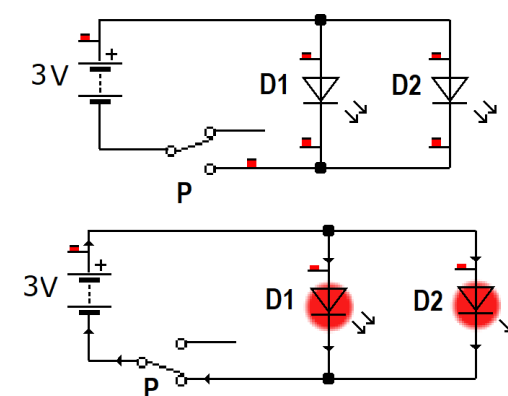
Slika 15.



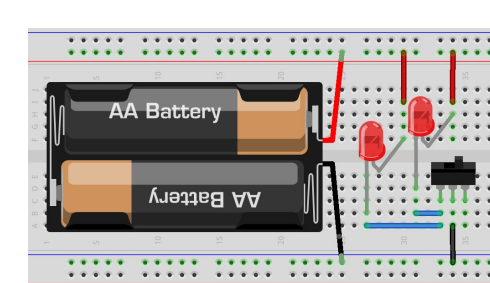
Slika 16.



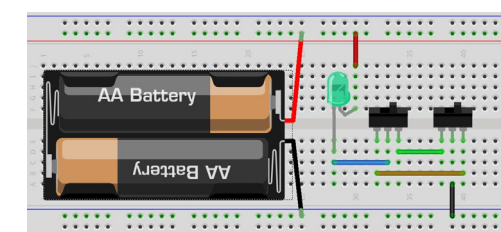
Slika 17.



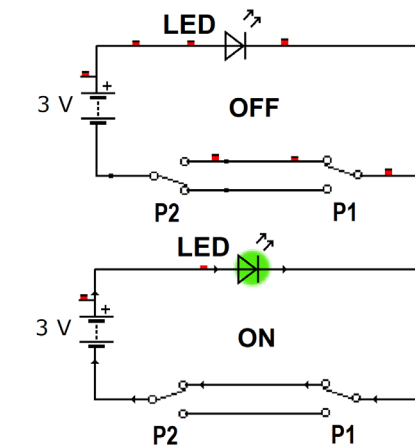
Slika 18.



Slika 20.



Slika 19.



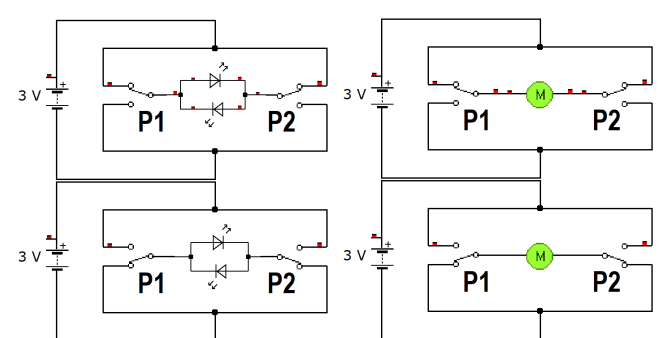
Slika 26

```
int led = 2;
int t1 = 3;
int t2 = 4;

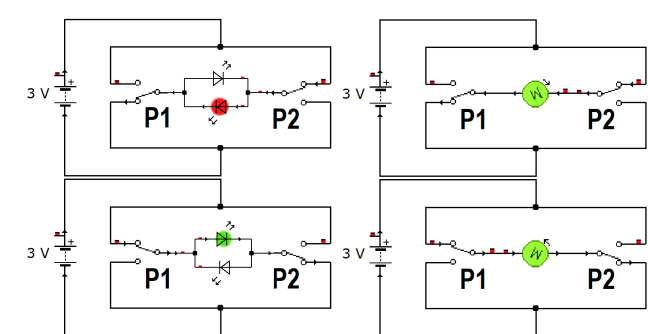
void setup() {
  pinMode(led, OUTPUT);
  pinMode(t1, INPUT_PULLUP);
  pinMode(t2, INPUT_PULLUP);
  digitalWrite(led, LOW);
}

void loop() {
  if(digitalRead(t1)==LOW || digitalRead(t2)==LOW){
    digitalWrite(led, HIGH);
  } else {
    digitalWrite(led, LOW);
  }
}
```

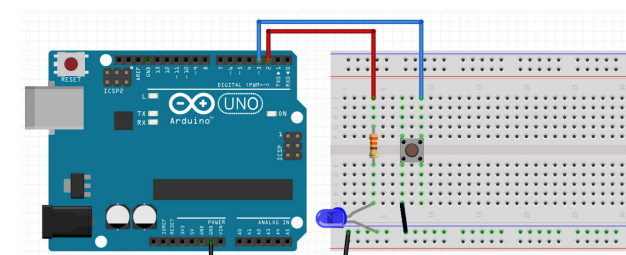
Slika 21



Slika 22



Slika 23



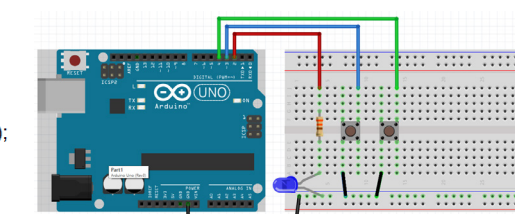
Slika 24

```
int led = 2;
int tipkalo = 3;
int stanje = LOW;

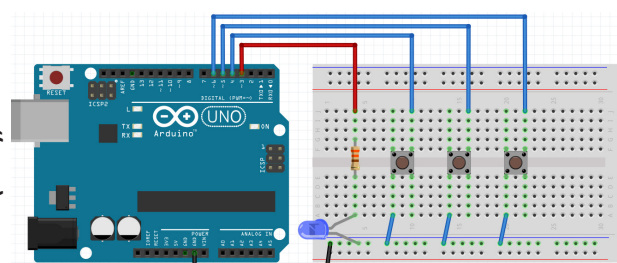
void setup() {
  pinMode(led, OUTPUT);
  pinMode(tipkalo, INPUT_PULLUP);
  digitalWrite(led, LOW);
}

void loop() {
  if(digitalRead(tipkalo)==LOW){
    if(stanje==LOW){
      stanje=HIGH;
    } else {
      stanje=LOW;
    }
    digitalWrite(led, stanje);
  }
}
```

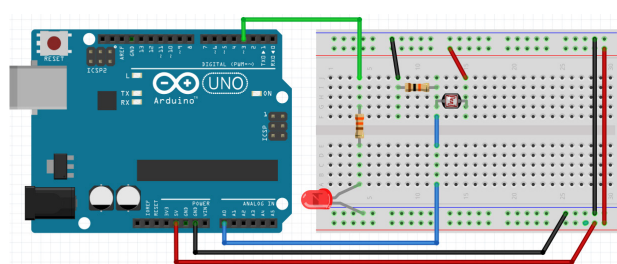
Slika 25



Slika 27.



Slika 29.



Slika 28.

```
int led1 = 3;
int t1 = 4;
int t2 = 5;
int t3 = 6;
int svjetlost;

void setup() {
  pinMode(led1, OUTPUT);
  pinMode(t1, INPUT_PULLUP);
  pinMode(t2, INPUT_PULLUP);
  pinMode(t3, INPUT_PULLUP);
  digitalWrite(led1, LOW);
}

void loop() {
  if(digitalRead(t1)==LOW){
    svjetlost=svjetlost+5;
    if (svjetlost>255){
      svjetlost=255;
    }
  }
  if(digitalRead(t2)==LOW){
    if (svjetlost>5){
      svjetlost=svjetlost-5;
    }
  }
  if(digitalRead(t3)==LOW){
    svjetlost=0;
  }
  analogWrite(led1, svjetlost);
  delay(100);
}
```

Slika 30.

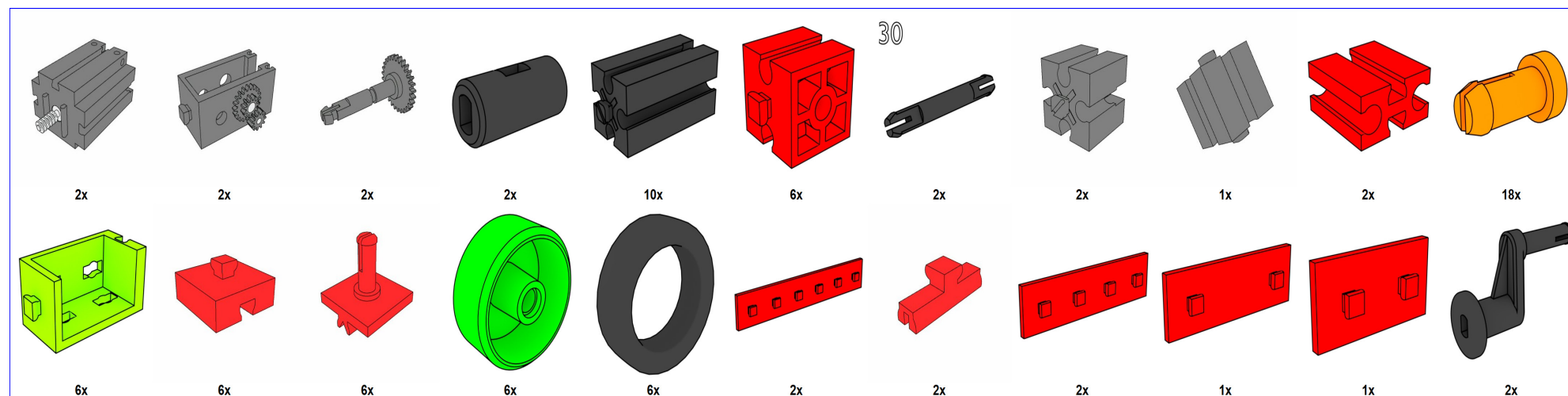
```
int led = 3;
int foto = A0;
int ocitanjefoto;

void setup() {
  pinMode(led, OUTPUT);
  digitalWrite(led, LOW);
  Serial.begin(9600);
}

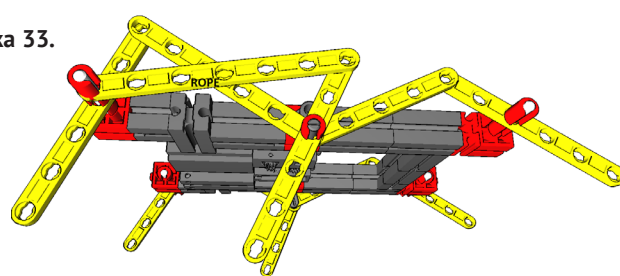
void loop() {
  ocitanjefoto=analogRead(foto);
  Serial.println(ocitanjefoto);

  if (ocitanjefoto<300){
    digitalWrite(led, HIGH);
  } else {
    digitalWrite(led, LOW);
  }
  delay(50);
}
```

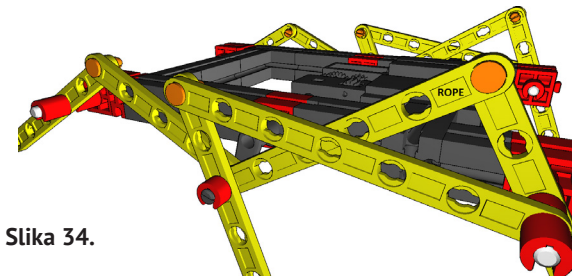
Slika 31.



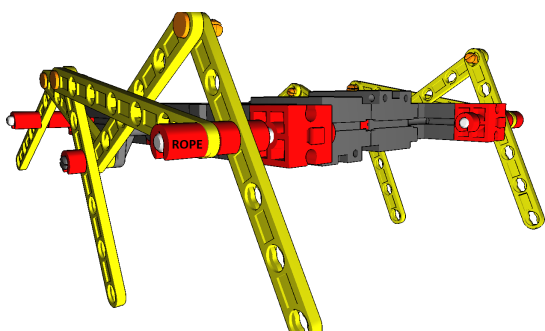
Slika 33.



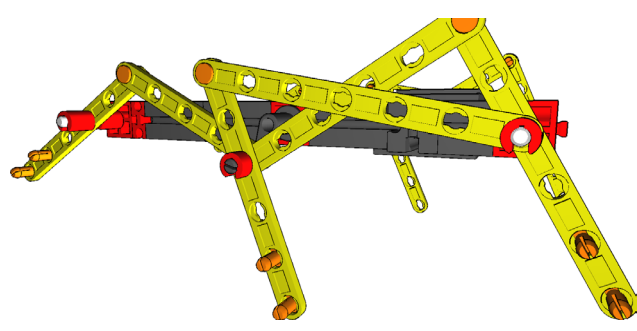
Slika 34.



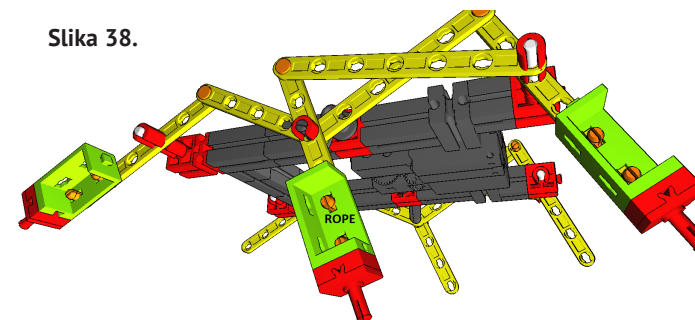
Slika 35.



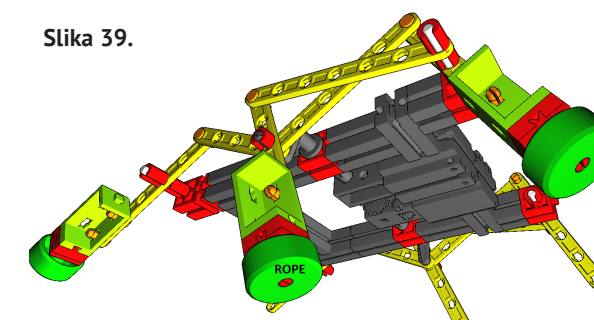
Slika 36.



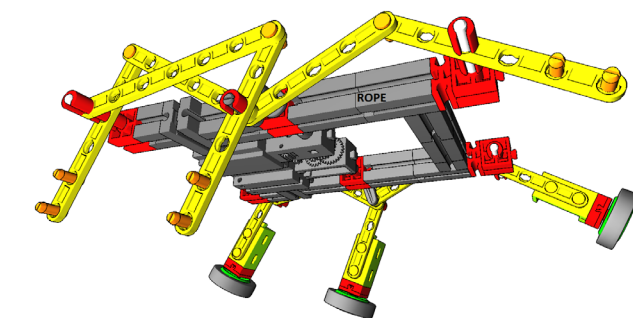
Slika 38.



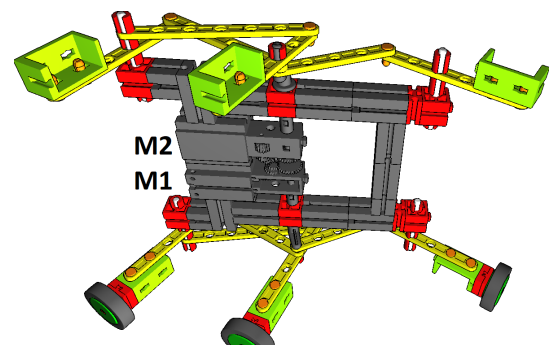
Slika 39.



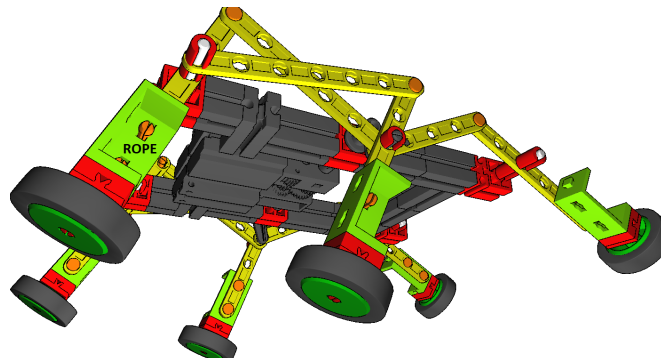
Slika 40.



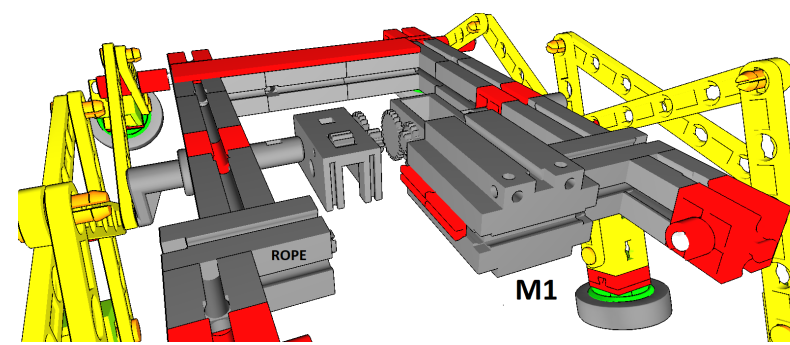
Slika 41.



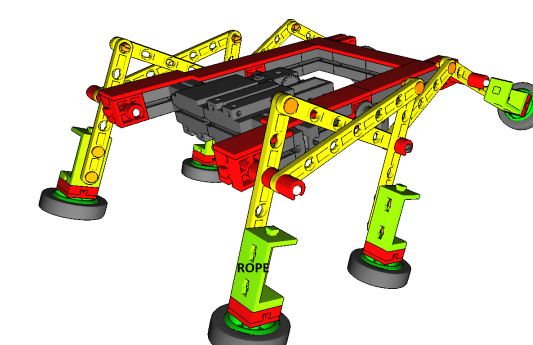
Slika 42.



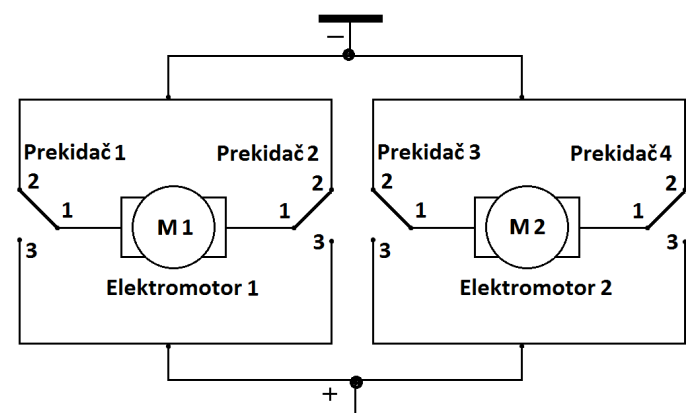
Slika 43.



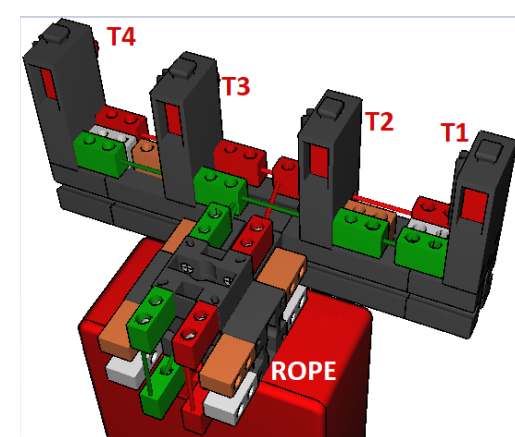
Slika 44.



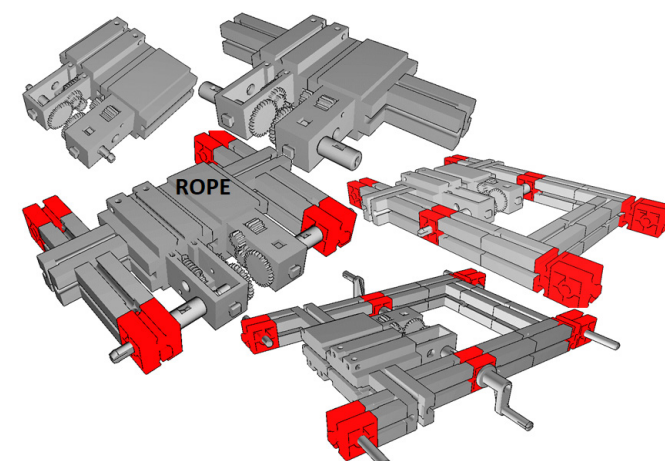
Slika 45.



Slika 46.



Slika 32.



18. ROBOKUP


 ekipno natjecanje učenika viših razreda osnovnih škola iz elementarne robotike, koje će se održati



25. - 27. 04. 2025.
Hotel Plavi, Poreč



 HRVATSKI ROBOTIKI SAVEZ

