Schoolbooks-->Branches-->Insect attack

Posted by wJack - 2008/10/30 15:37

Hi, i'm italian boy and i ask you any help for the level:
Schoolbooks-->Branches-->Insect attack...

I don't know how can i do this exercise...
I need help for the istruction switch what i can't understand what put in:
switch (-->/*variabiles*/

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Re:Schoolbooks-->Branches-->Insect attack

Posted by admin - 2008/10/30 16:39

I don't understand why you want to use a switch statement. Simple if statements are better adapted to this exercise. You could use a switch statement if you have got a variable which contains the code of the key which has been previously pushed by the user. In this case you could use a switch on the content of this variable.

Your program looks quite OK, with the exception of the aim angle. You will probably have to allow for more possibilities than just 20 degrees upward and 20 degrees down. And why do you use the else statements? If the user pushes two keys at the same time, we would like the robot to perform both actions. Like this, you can write a program which is less complicated.

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Re:Schoolbooks-->Branches-->Insect attack

Posted by wJack - 2008/10/30 19:43

Thanks for your reply... i fix my error... but when i start the program, i've see a message :
variable not Initialized

??? why??:(

Sorry for my 'easy' question...

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Re:Schoolbooks-->Branches-->Insect attack

Posted by admin - 2008/10/30 21:20

Hi,

I copied the program of your first post into the exercise, it works. I have even been able to shoot down some insects with it. You get the error message "Variable not initialized" if you try to use a variable where you never put any content. For example if you write:

```
if(keypushed(cases))
{
...
}
```

if before you forgot to write:

```
string cases = "s";
```

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Re:Schoolbooks-->Branches-->Insect attack

Posted by wJack - 2008/10/30 21:49

Thankss... Now it's OK... i refine any codes for my final program :P

Thanks thanks and yet thanks ... hehe..

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