

Cricket Overview

Introduction: What's a Cricket?

Cricket Hardware

What can you do with a Cricket?

How do you program it? (or: Where's the keyboard?)

Example Cricket Program

Logistics

Additional Information:

<http://fredm.www.media.mit.edu/people/fredm/projects/cricket/>

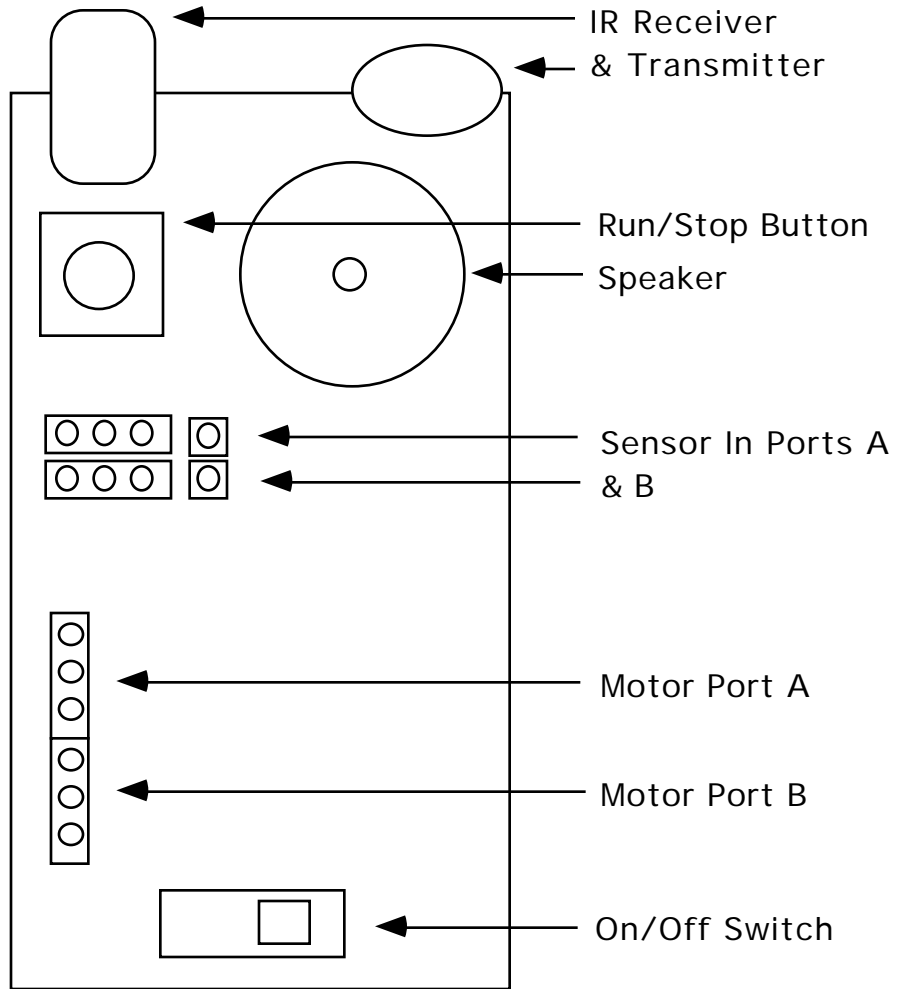
<http://fredm.www.media.mit.edu/people/fredm/projects/cricket/redlogo.html>

<http://el.www.media.mit.edu/groups/el/papers/mres/black-box/proposal.html>

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Cricket Diagram (Red Dot)



Example Cricket Program

```
to go
  loop [
    forward
    waituntil [switcha or switchb]
    if switcha [turnRight]
    if switchb [turnLeft]
  ]
end

to forward
  ab, thisway on
end

to turnRight
  a, off
  b, thatway onfor 4
  b, off
end

to turnLeft
  b, off
  a, thatway onfor 4
  a, off
end
```

Cricket Logo Screen

The screenshot displays the Cricket Logo environment. On the left is the command center, which includes a "Download" button, a text input field containing the number "3", and a large text area with the following code:
beep beep
a, onfor 5
if 0 [beep]
Below the command center is a row of colored buttons: rainbow, red, blue, yellow, green, and black.

On the right is the "procedures" window, which contains the following code:
to run2
 setsize 0
 loop [
 getSeq
 sendSeq
]
end
to sendSeq
 setdp 0
 repeat size [doit recall]
 doit pickOne