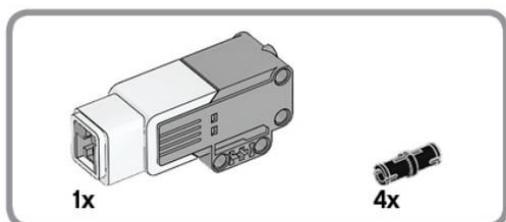
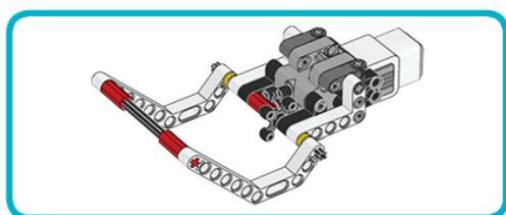
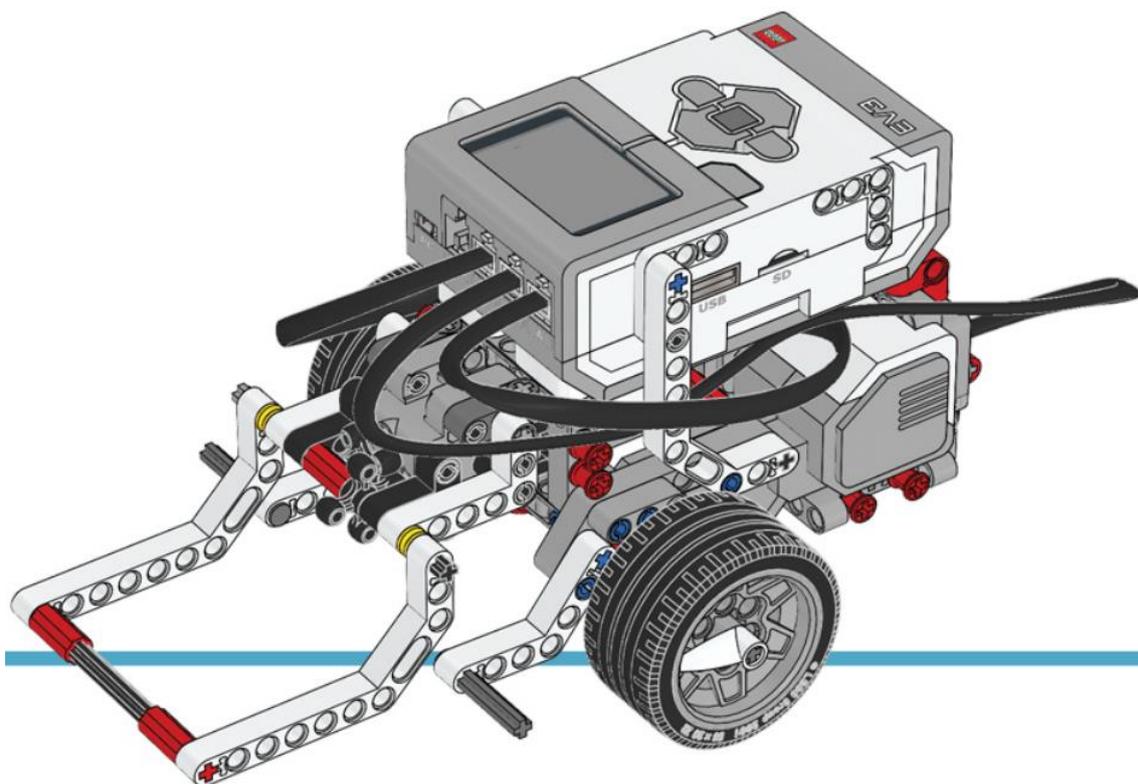


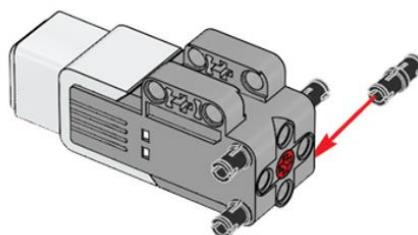
## Parte 4 Aspectos básicos

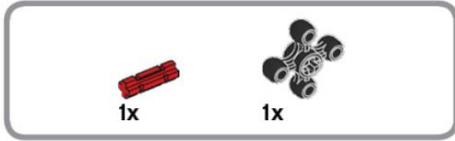
Mover objeto

Vamos a realizar las siguientes modificaciones:

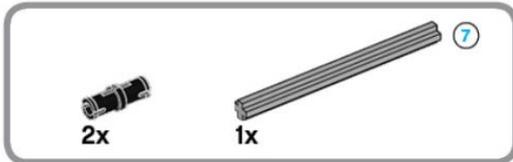
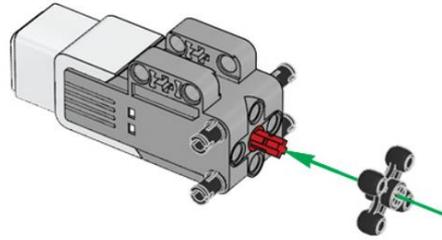


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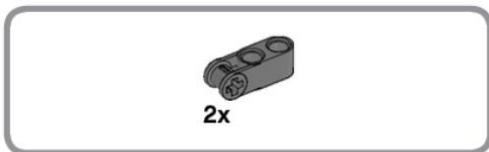
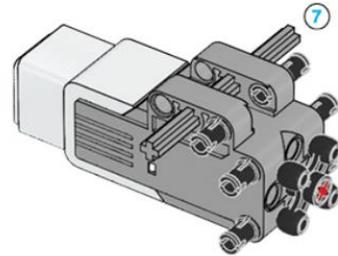




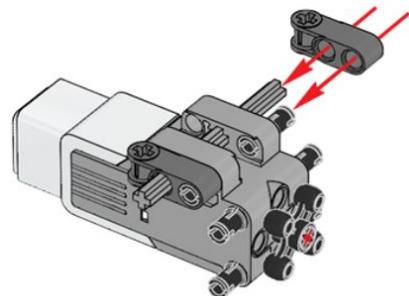
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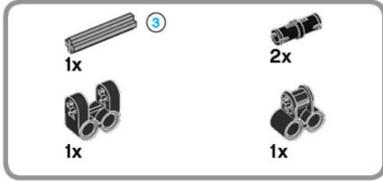


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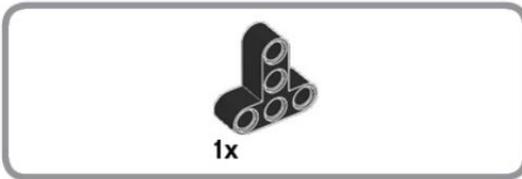
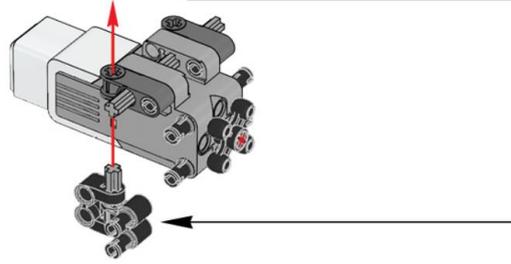
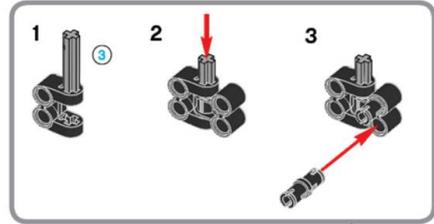


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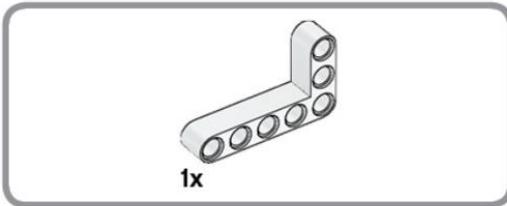
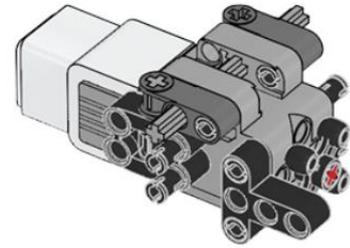




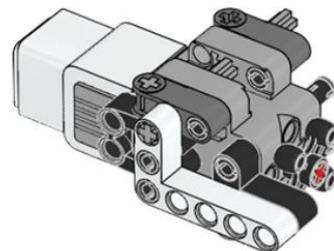
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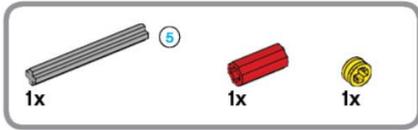


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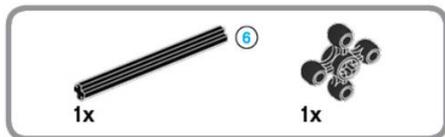
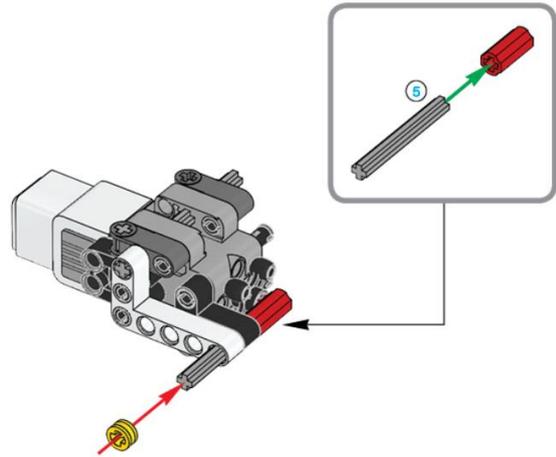


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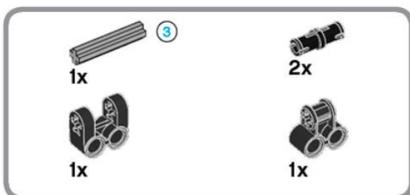
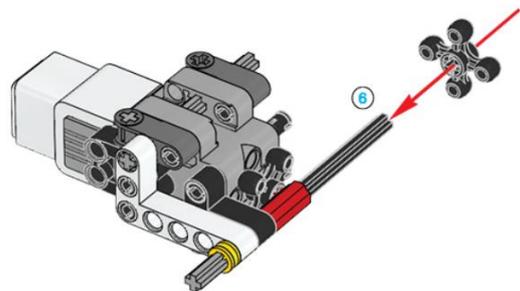




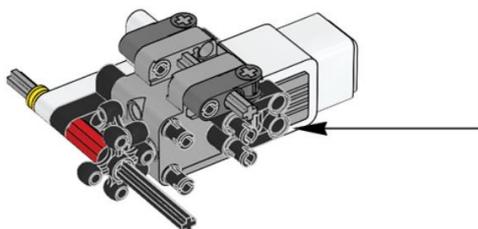
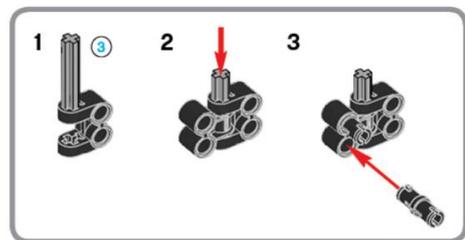
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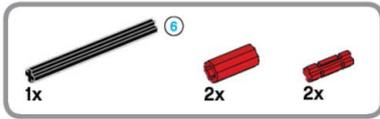
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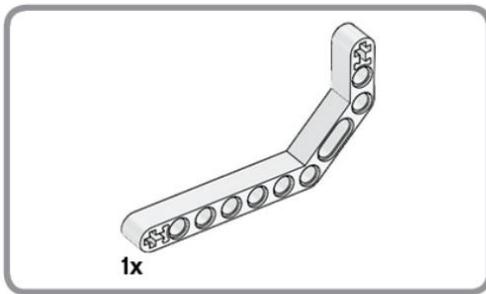
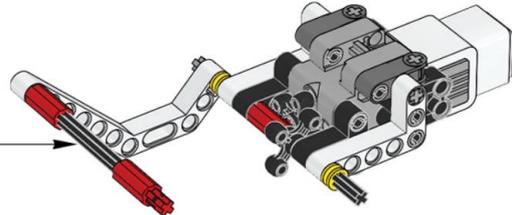
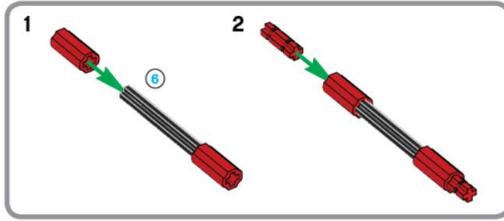
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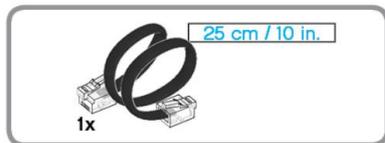
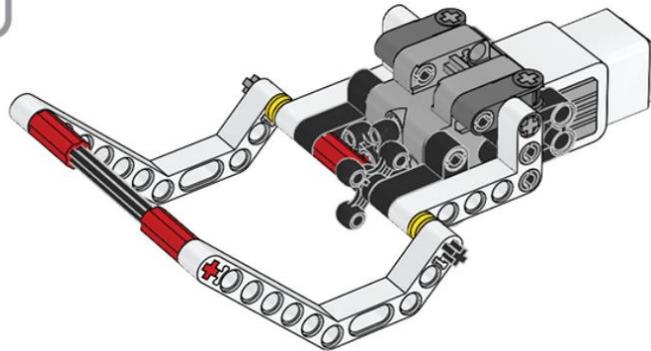




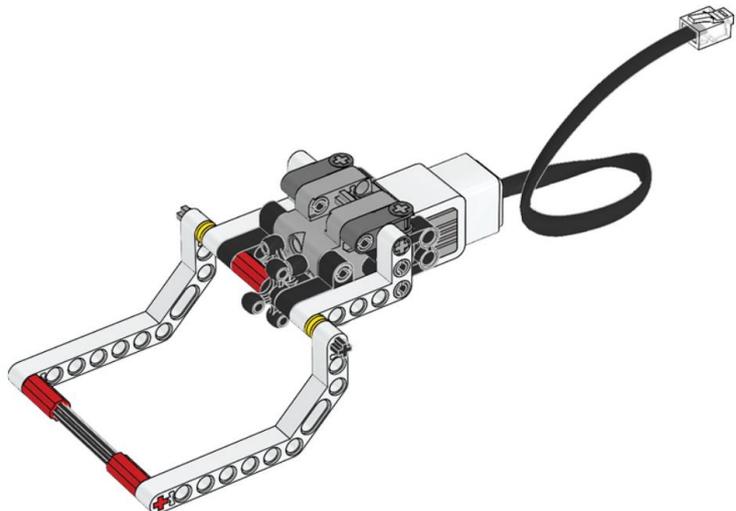
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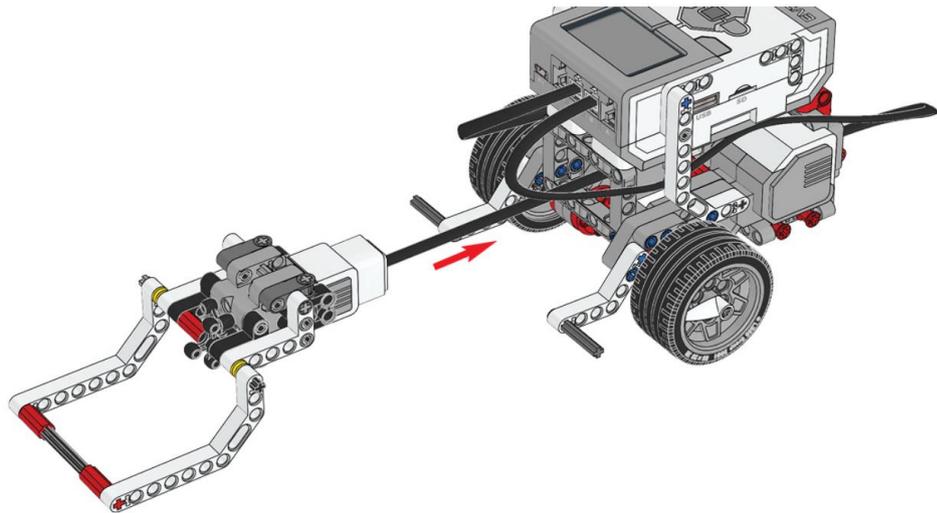
15



16



17



Este es el resultado:



Este es el código:

```
cuando inicie el programa
ajustar motores de movimiento en B y C
  A hacer funcionar durante 100 grados con velocidad de -30 %
  mover durante 360 grados con velocidad de -50 0 %
  A hacer funcionar durante 100 grados con velocidad de 30 %
```

1  
2  
3  
4

- 1.- Definimos los motores de velocidad los conectados en los puertos B y C.
- 2.- El motor mediano conectado en el puerto A irá a una potencia de -30% durante 100 grados. (Baja el brazo)
- 3.- Los motores de dirección a una potencia de -50% en un motor y en el otro 0%, se moverán 360 grados. (Retrocede girando a la izquierda)
- 4.- El motor mediano a una potencia de 30% girará 100 grados. (Se levanta el brazo)

Este será el resultado final:

