TABLE OF CONTENT

CHAPTER 1	EXPLORE ROBOTICS WITH THE LEGO EV3 AND GEARSBOT SOFTWARE In this chapter, students will revisit fundamental concepts of robotics learned in previous grades, building a strong foundation for advanced topics covered later in the book.
CHAPTER 2	LEARN TO CODE AUTONOMOUS BOT WITH TURNING EFFECTS Learn techniques for precise turning using robotics in EV3 and GearsBot.
CHAPTER 3	EXPLORE TOUCH SENSORS Delve into the world of touch sensors and understand how they enable interaction between robots and the environment.
CHAPTER 4	TWO-TOUCH SENSOR PROJECTS Program advanced projects using two-touch sensors for enhanced robot control.
CHAPTER 5	UNDERSTAND COLOR SENSOR AND ITS WORKING PRINCIPLES Uncover the principles behind color sensors and learn how robots perceive and interact with colors.
CHAPTER 6	PROGRAM A LINE FOLLOWER ROBOT WITH COLOR SENSOR Learn to program robots that follow lines using the technology of color sensor.
CHAPTER 7	EXPLORE ULTRASONIC SENSOR AND ITS WORKING PRINCIPLES Delve into an ultrasonic sensor and discover its applications in robotics and automation.
CHAPTER 8	AN INTRODUCTION TO ARTIFICIAL INTELLIGENCE Gain insights into artificial intelligence (AI) and its transformative impact on technology and society.

TABLE OF CONTENT

CHAPTER 9	AI PROGRAMMING WITH mBLOCK SOFTWARE
	Discover mBlock (Makeblock Education) coding platform providing an advantage to integrate technologies such as Machine Learning, the Internet of Things, and program many devices.
CHAPTER 10	CODE TO DRAW GEOMETRICAL SHAPES
	Explore pen block within mBlock Software to code.
CHAPTER 11	CODE TO DRAW GEOMETRICAL PATTERNS
	Explore variable block and my blocks within mBlock Software to code.
CHAPTER 12	PROGRAM TO DESIGN GAMES
	Learn to program two sprites simultaneously with sound effects.
	LEARN TO PROGRAM A DYNAMIC GAME
CHAPTER 13	Learn to program four sprites simultaneously to design a vigorous game
	of basketball using different mathematical operators.
CHAPTER 14	DEVELOP AN INTERACTIVE AIR WAR GAME - I
	Program to design and animate an exciting air battle game.
	LIDCDADE AND MAKETUE AID WAD CAME MODE CHALLENGING
Chapter 15	UPGRADE AND MAKE THE AIR WAR GAME MORE CHALLENGING
	Enhance the game from the previous chapter by adding new features and logic to the entire program and completing the game.