



## Инженери по автоматизацията

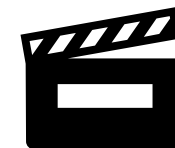
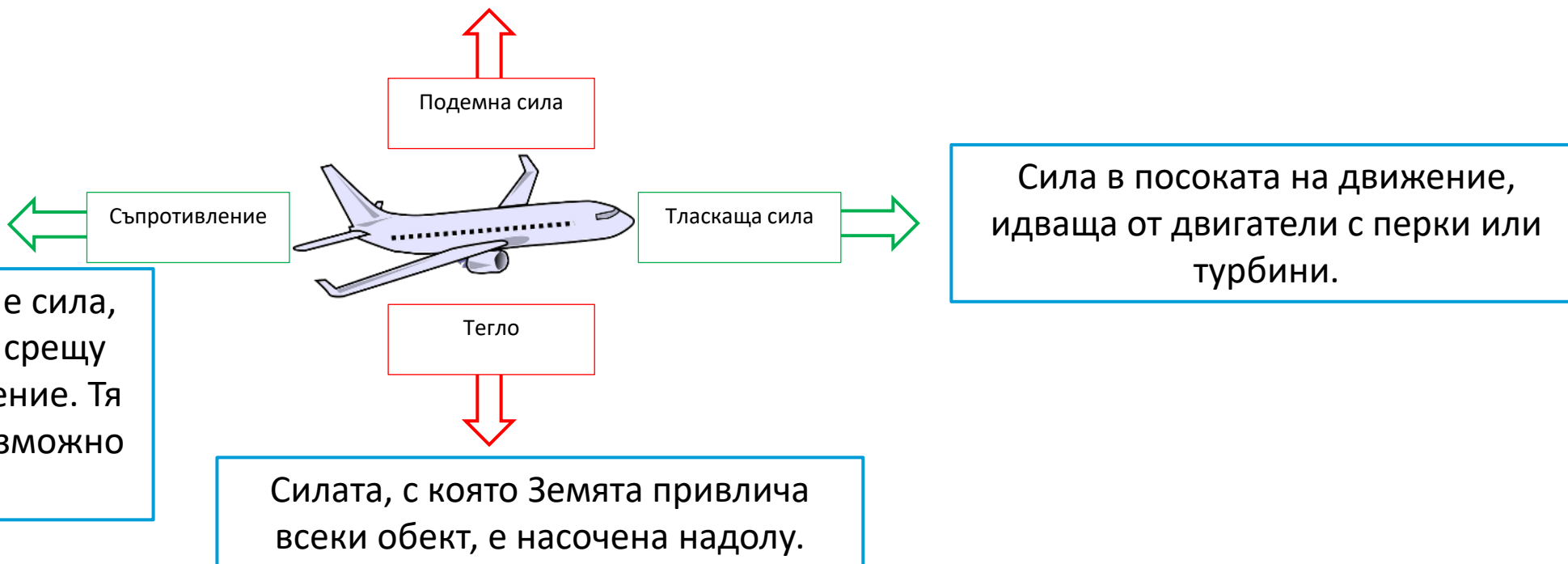
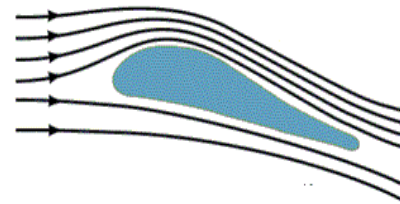


Знаеш ли как летят  
самолетите?

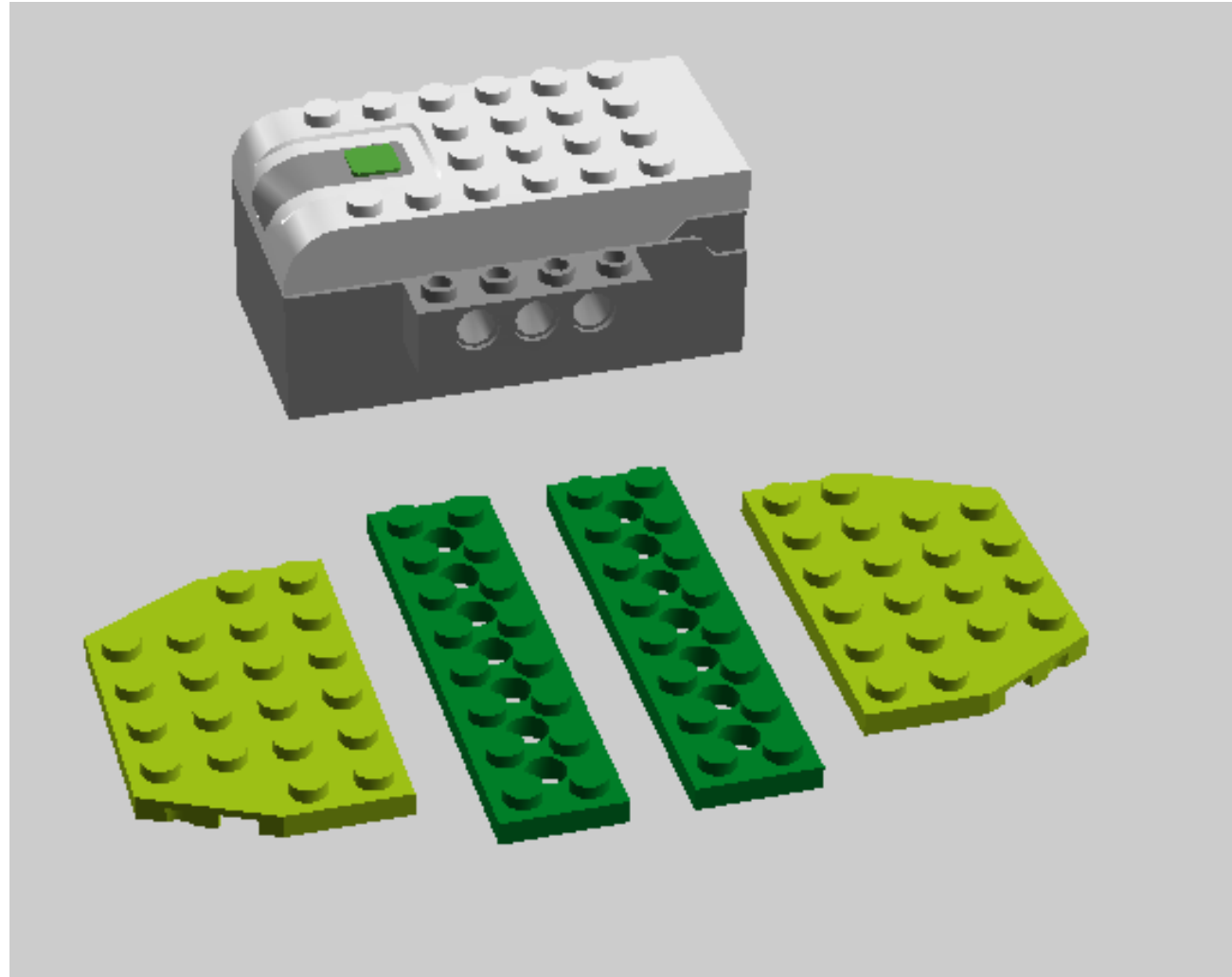


Това е свързано със  
силите, които действат  
на самолета.

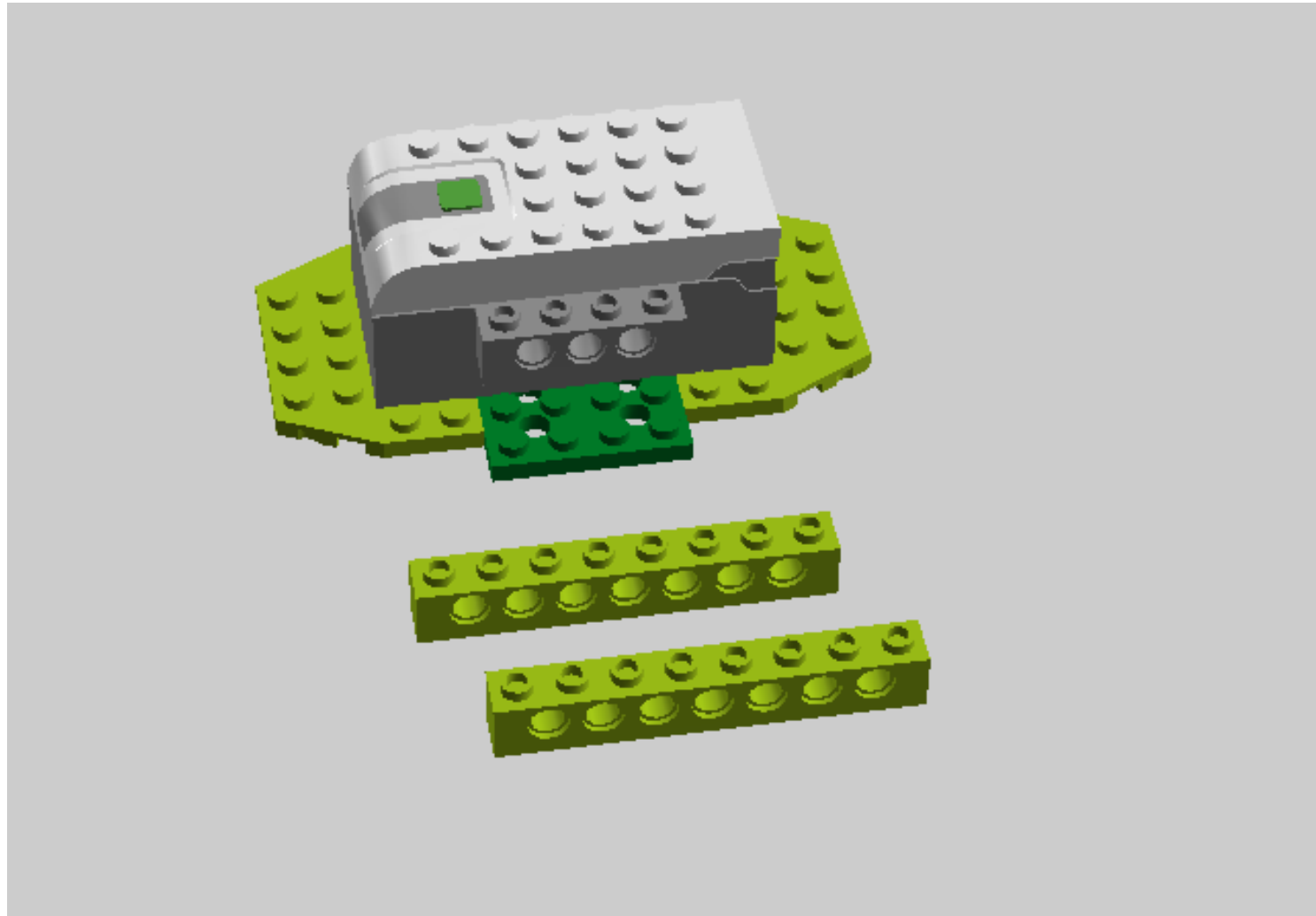
Сила, насочена нагоре.  
Формата на крилата насочва въздуха надолу,  
което тласка самолета нагоре.



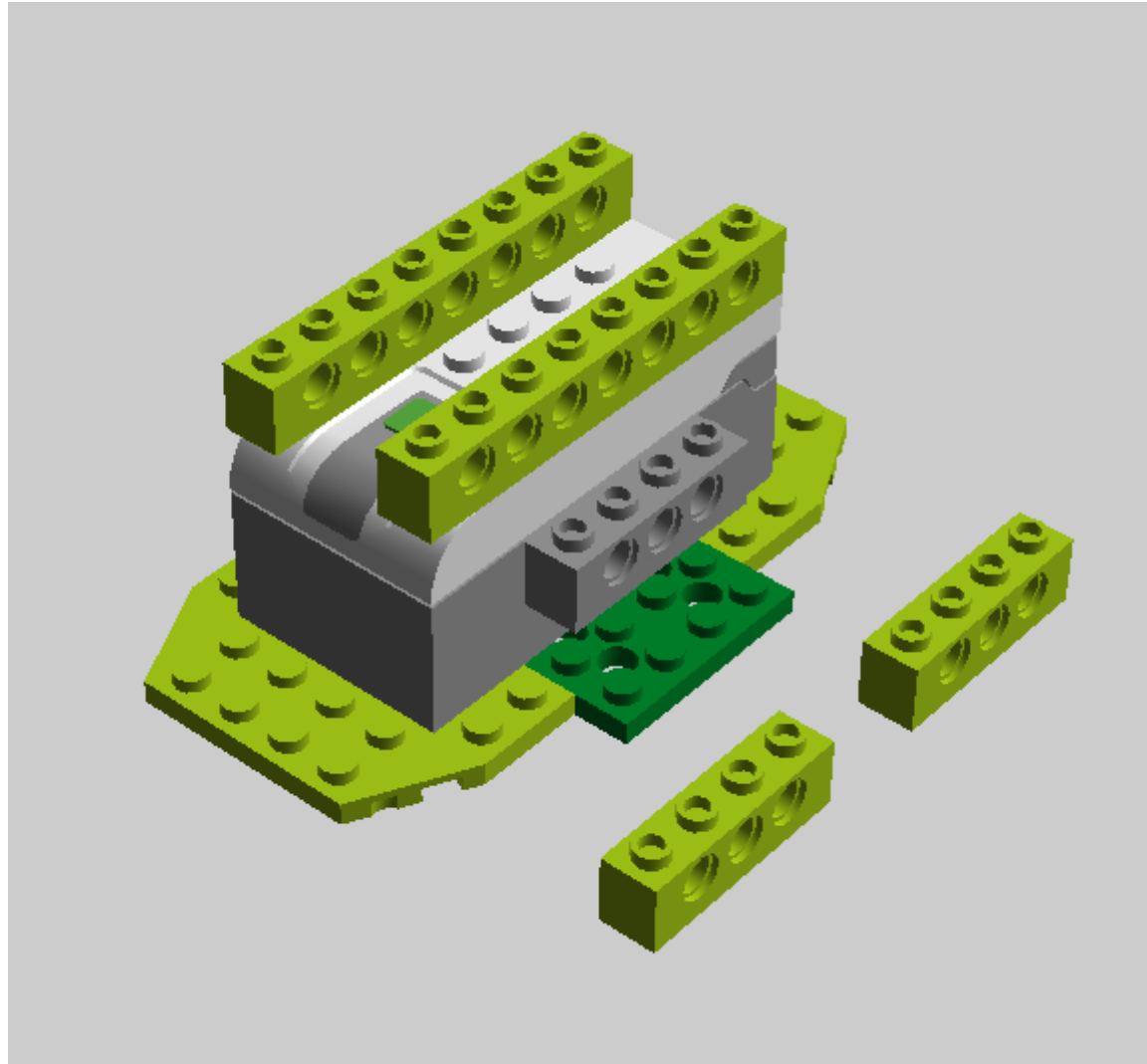
1



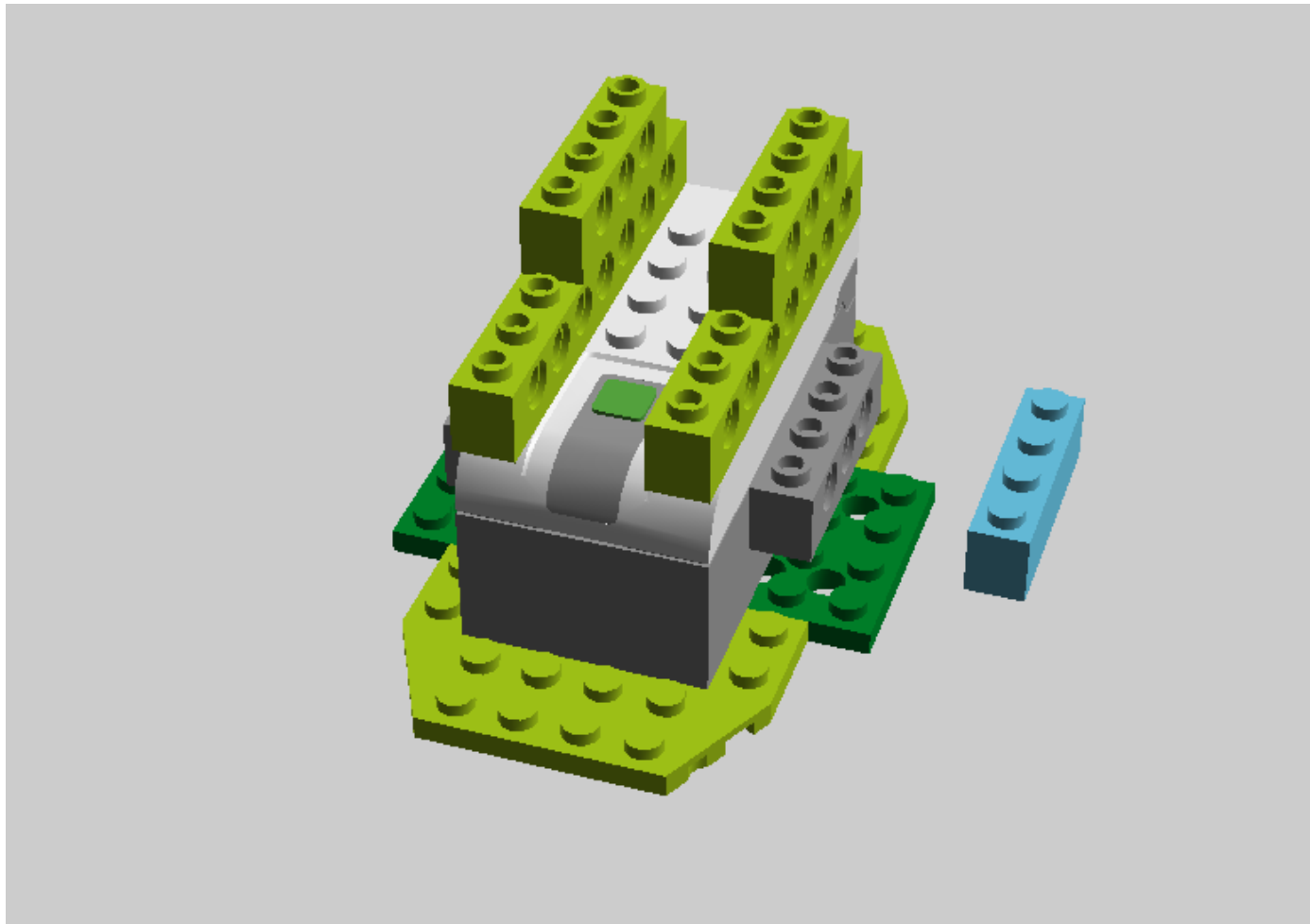
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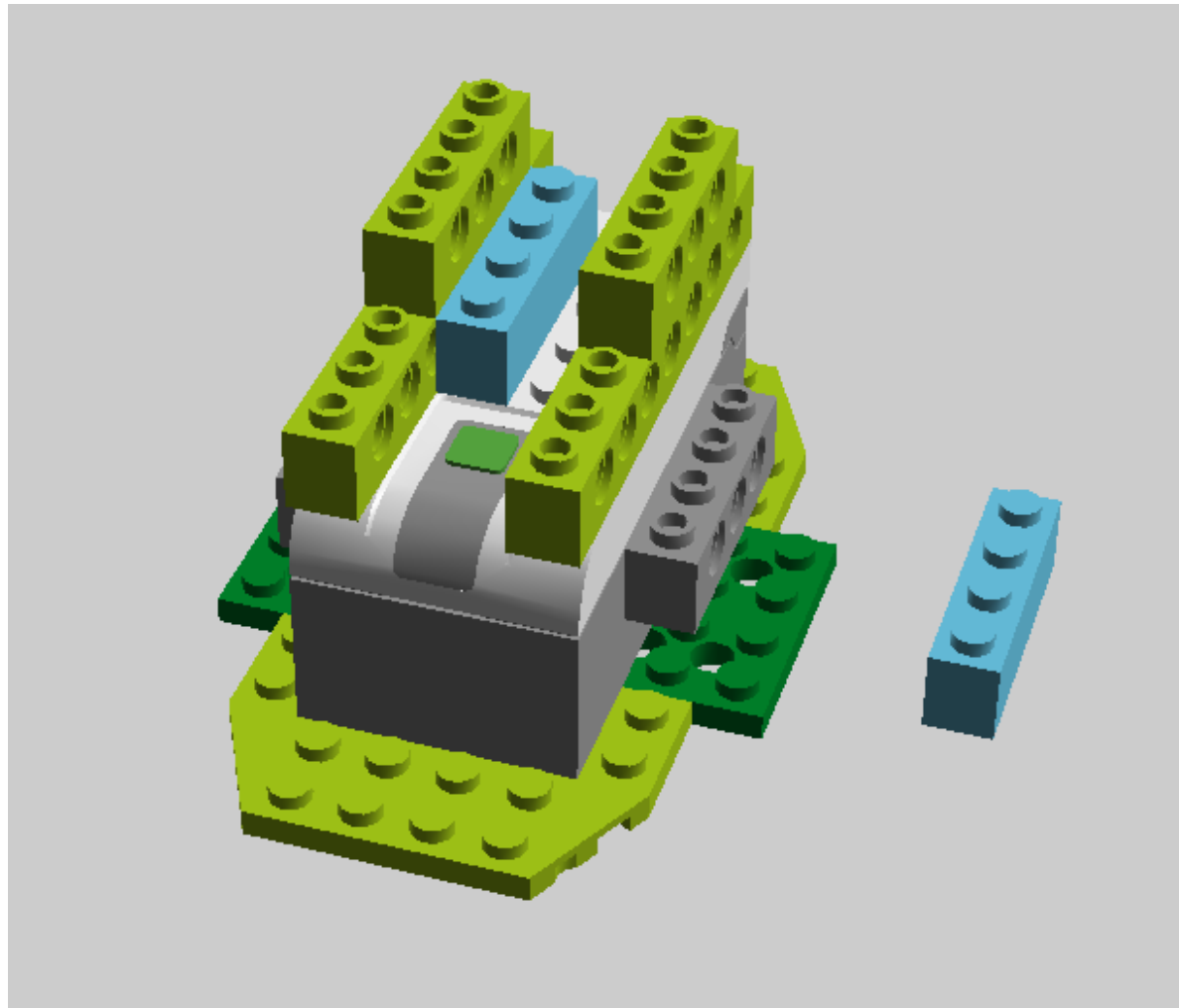
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4

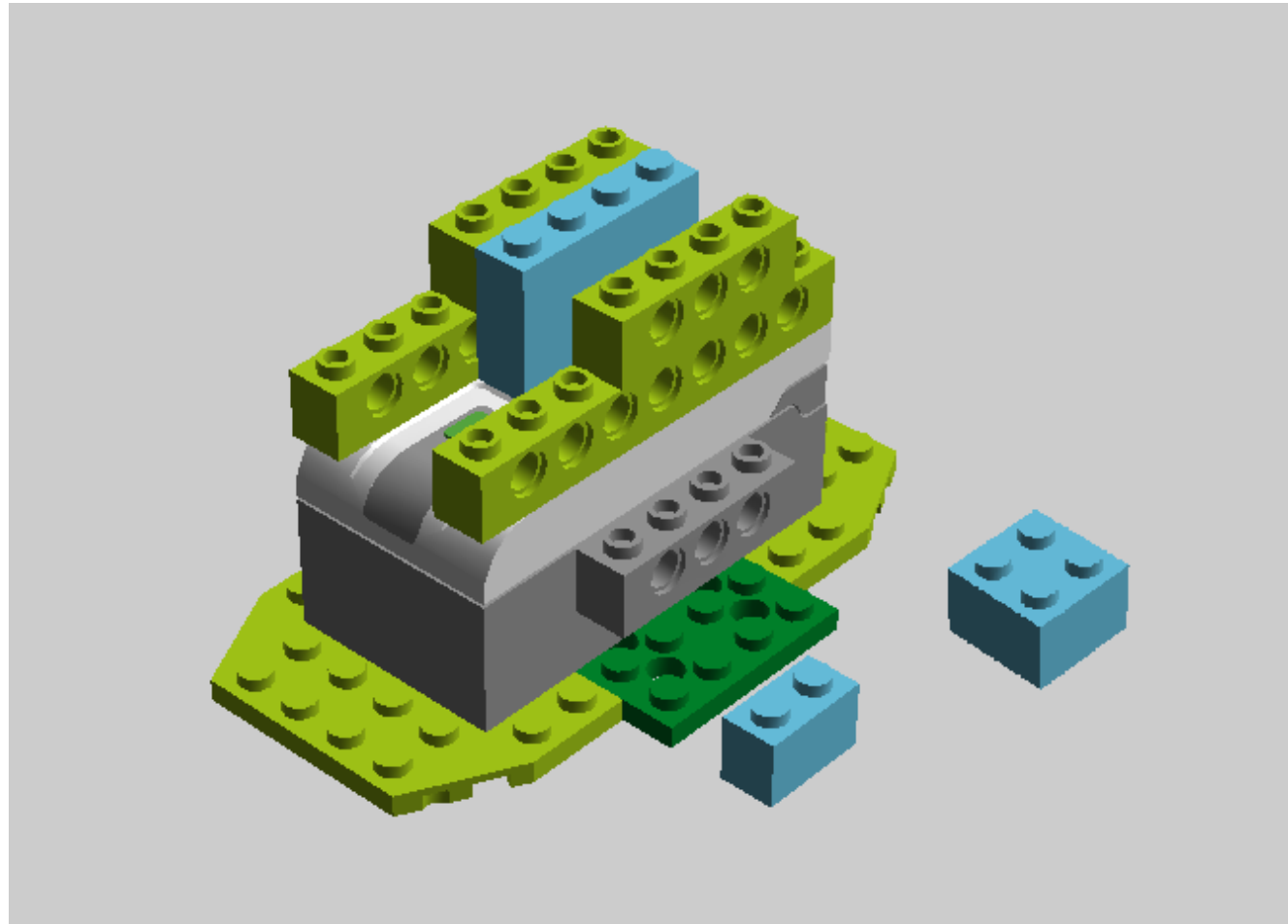


5

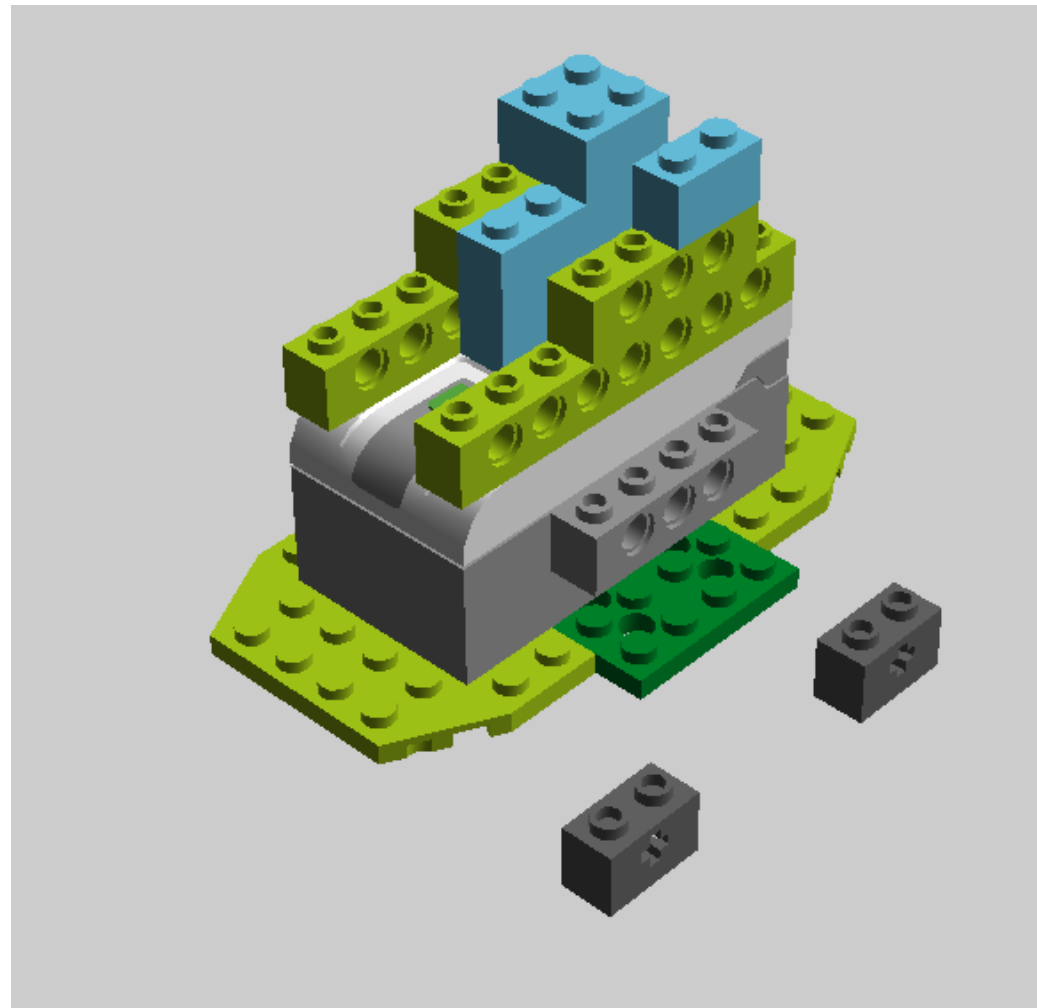




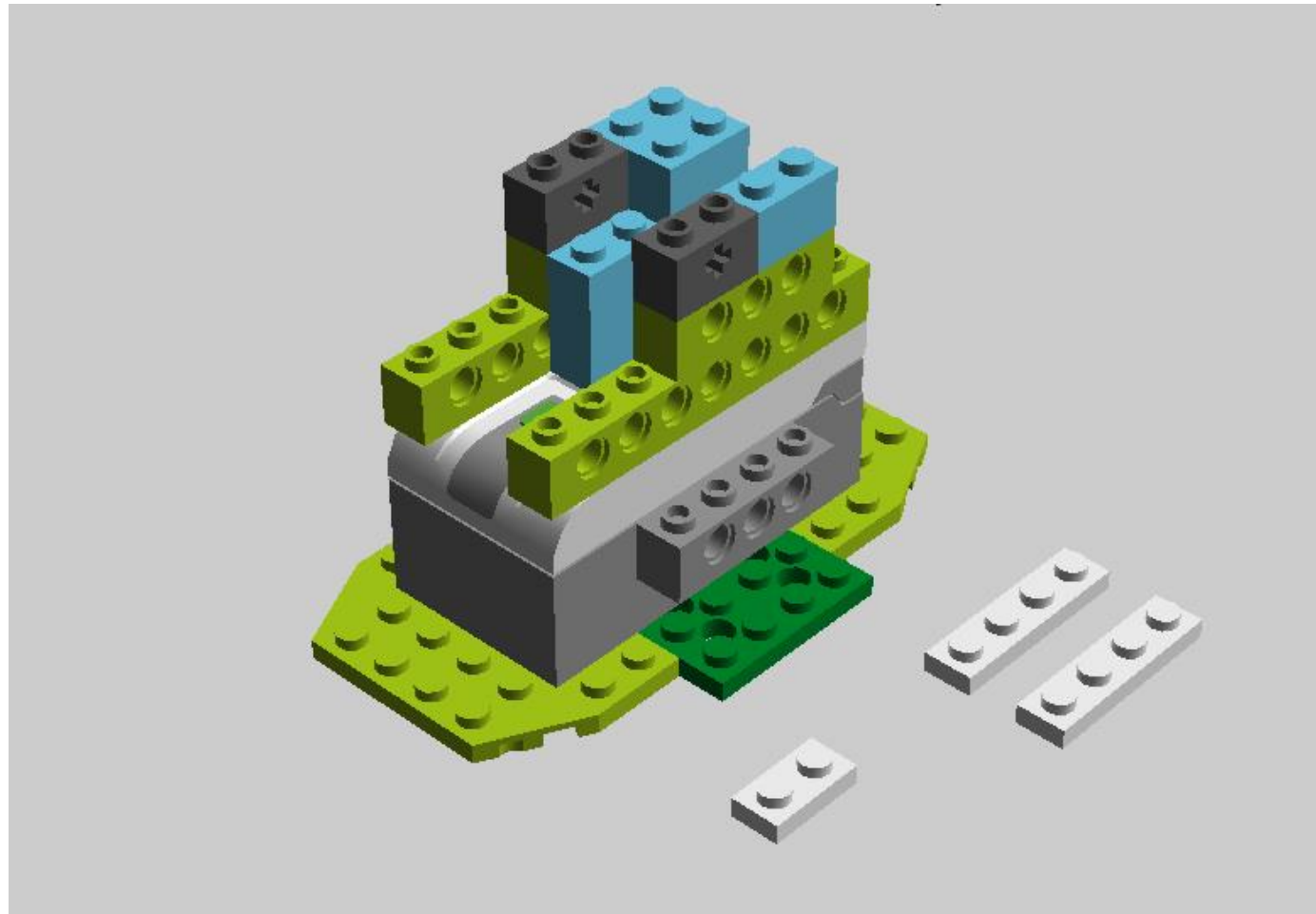
6



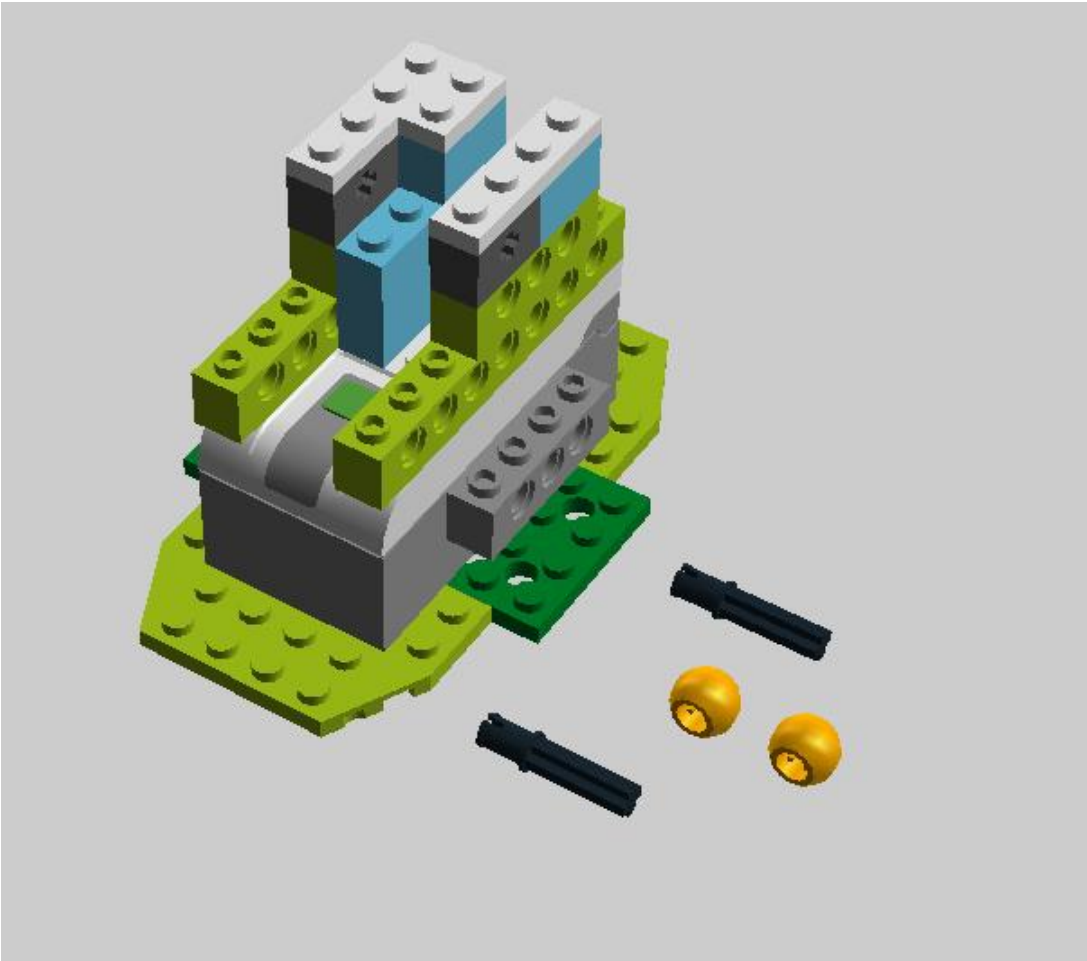
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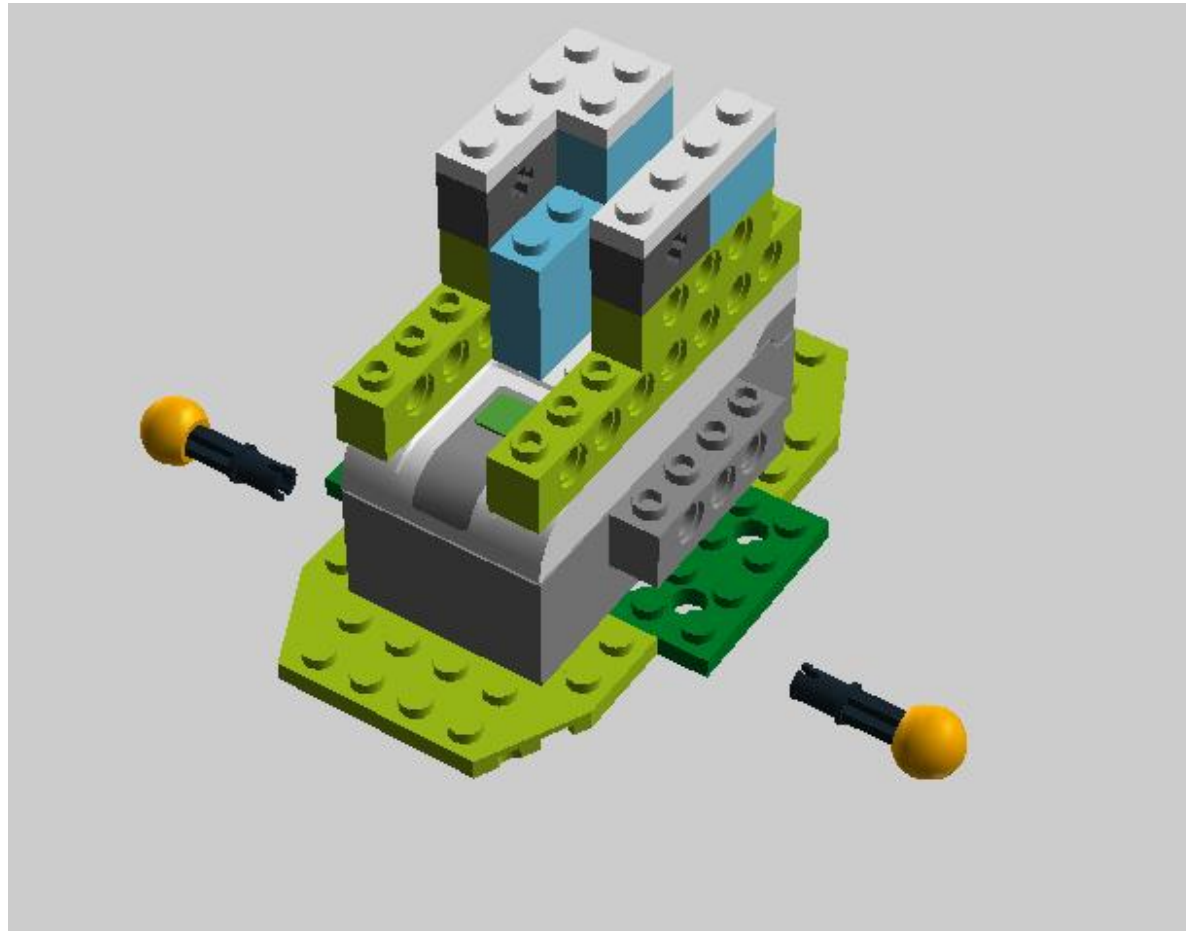
8



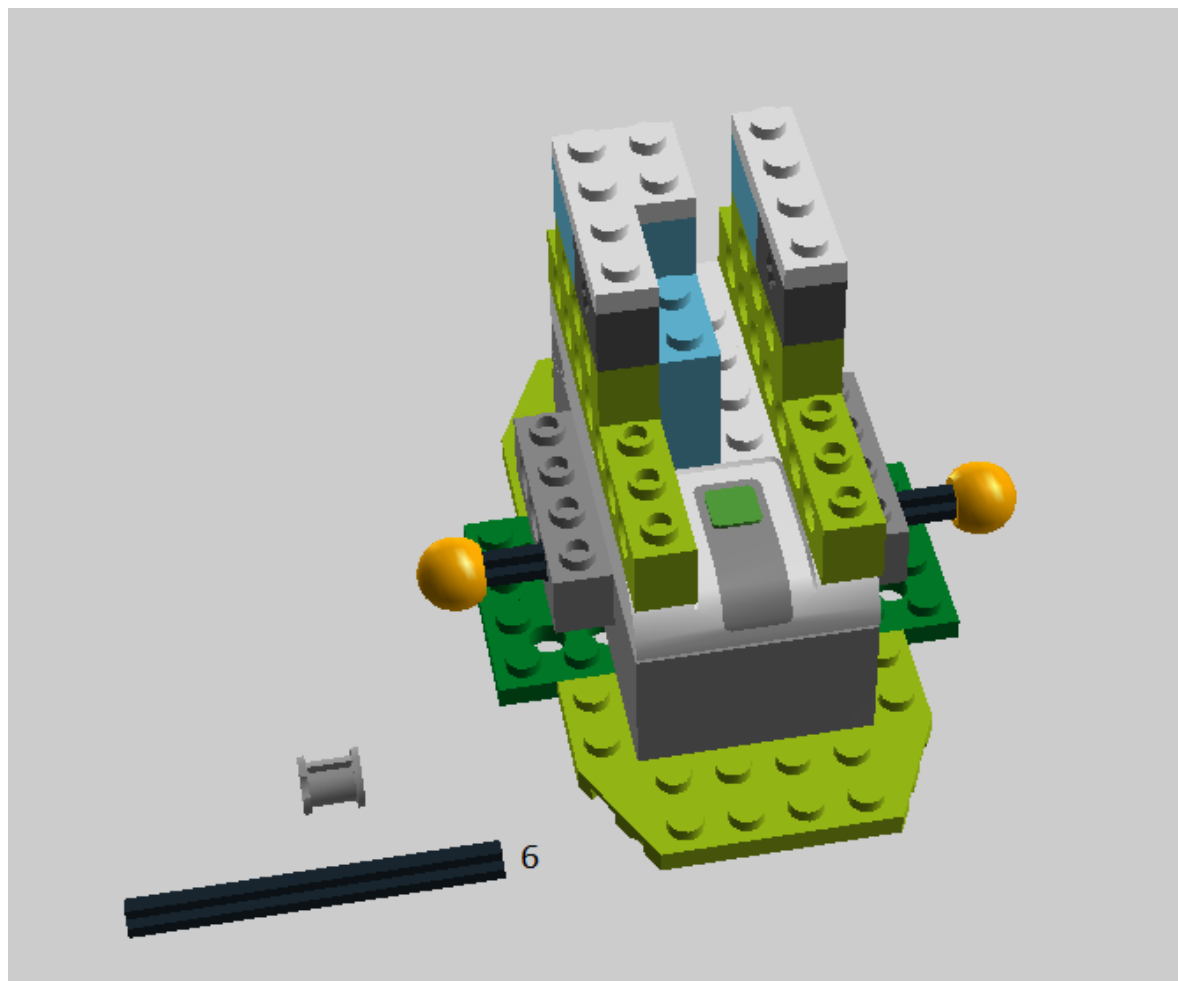
9



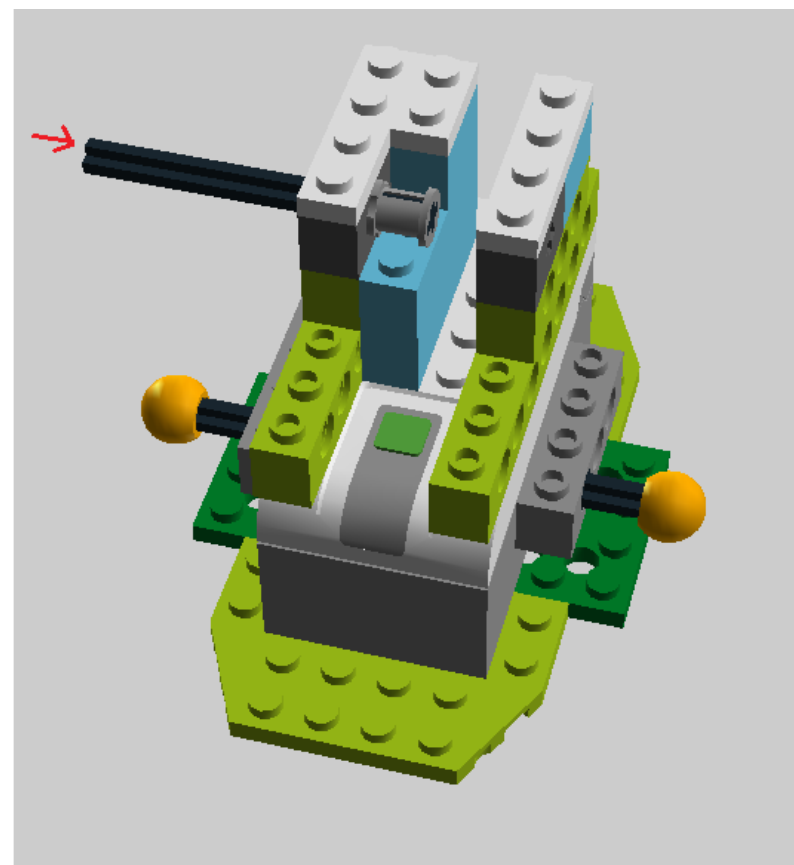
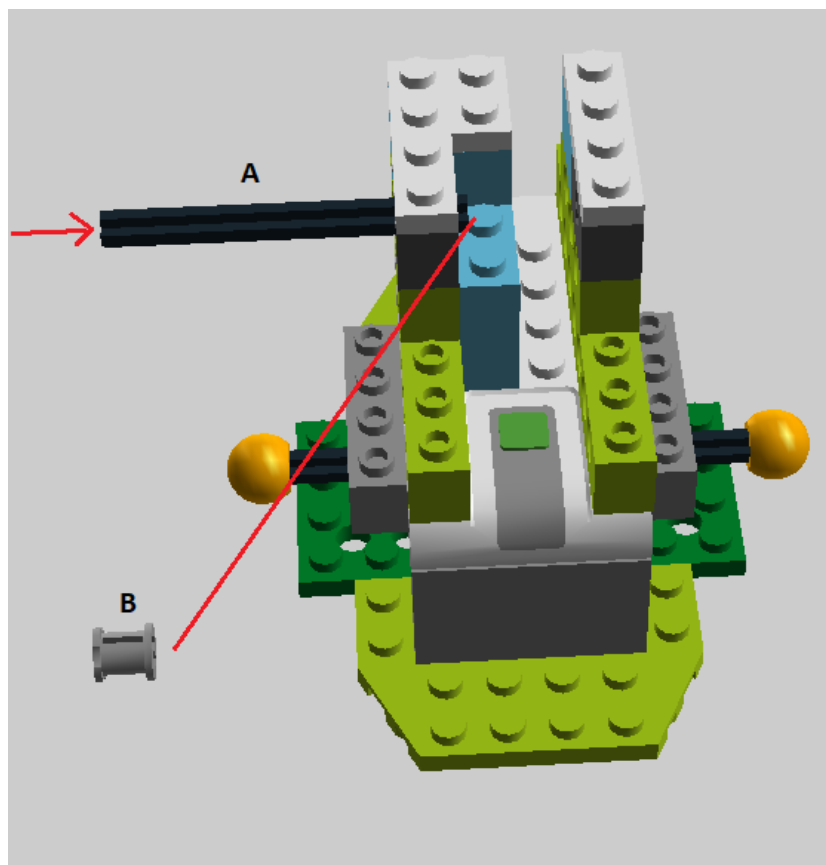
10



11

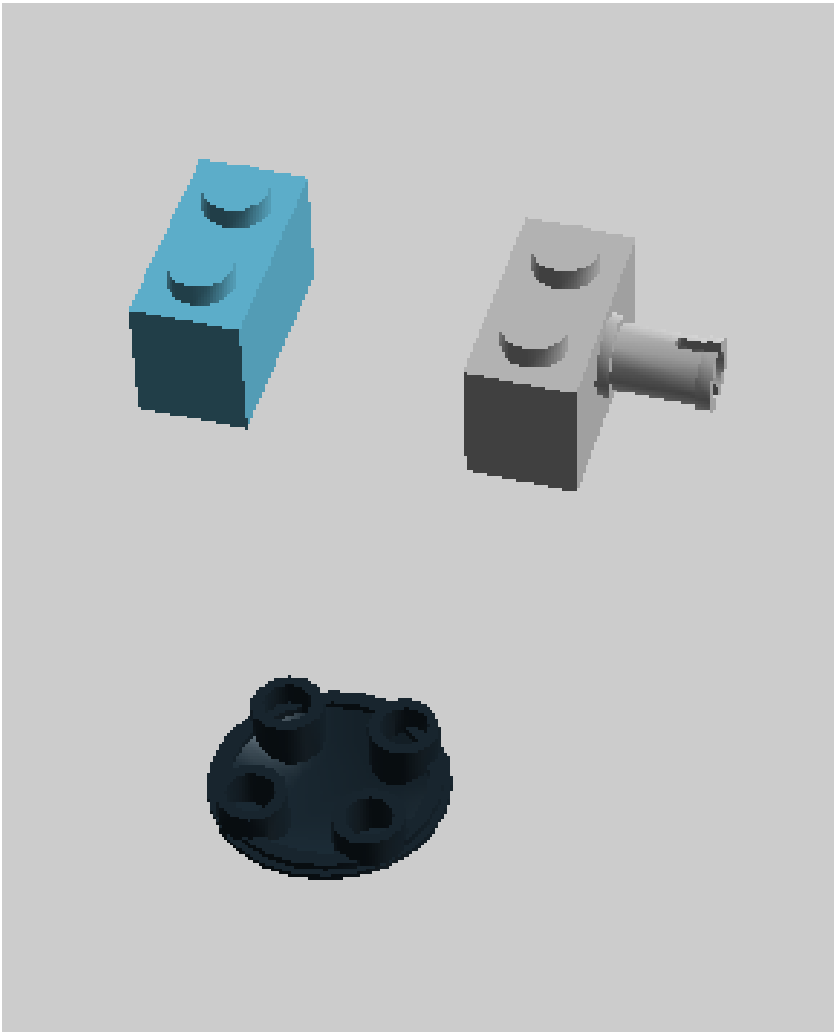


12



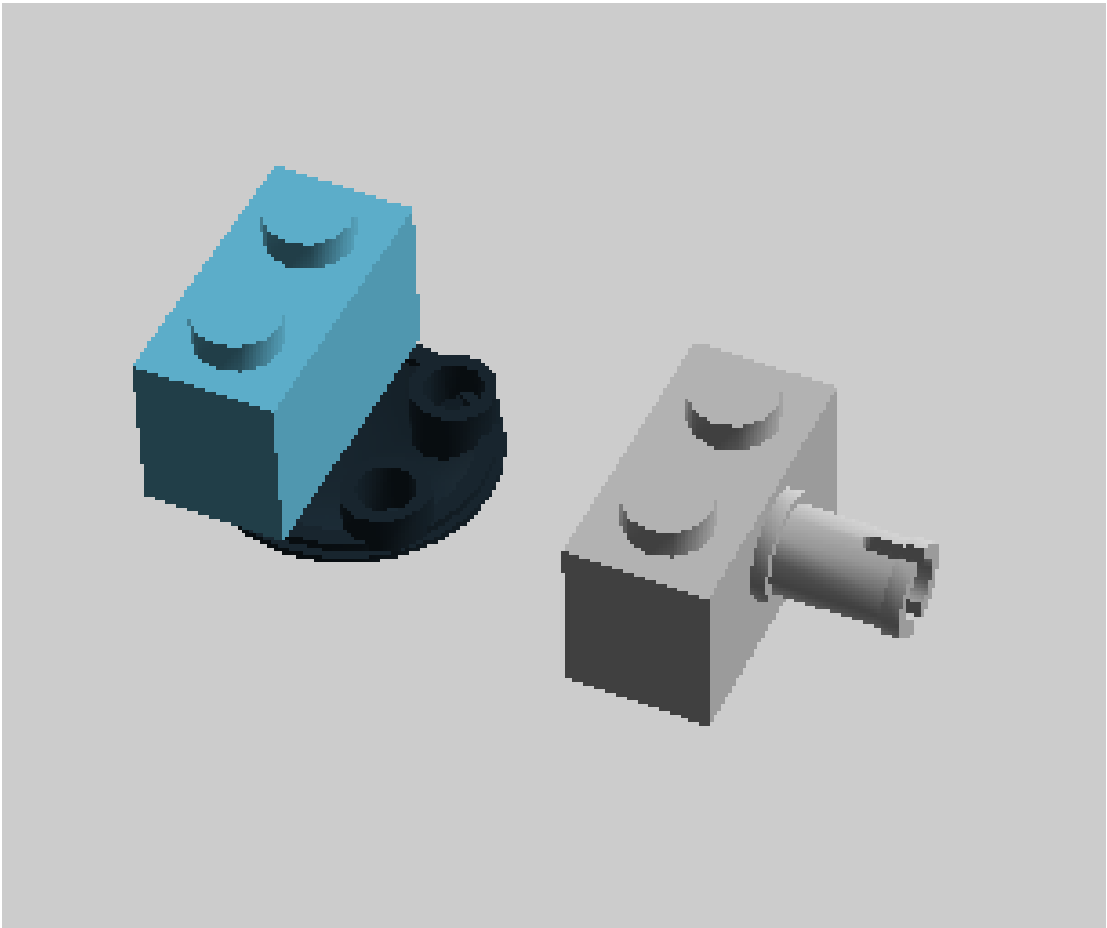
Поставете ос A на точката, която виждате на лявото изображение. Поставете пръстен B за безопасност, дръжте го и натиснете оста, докато премине през него. Внимавайте оста да не се издига над пръстена, както виждате на дясното изображение.

13

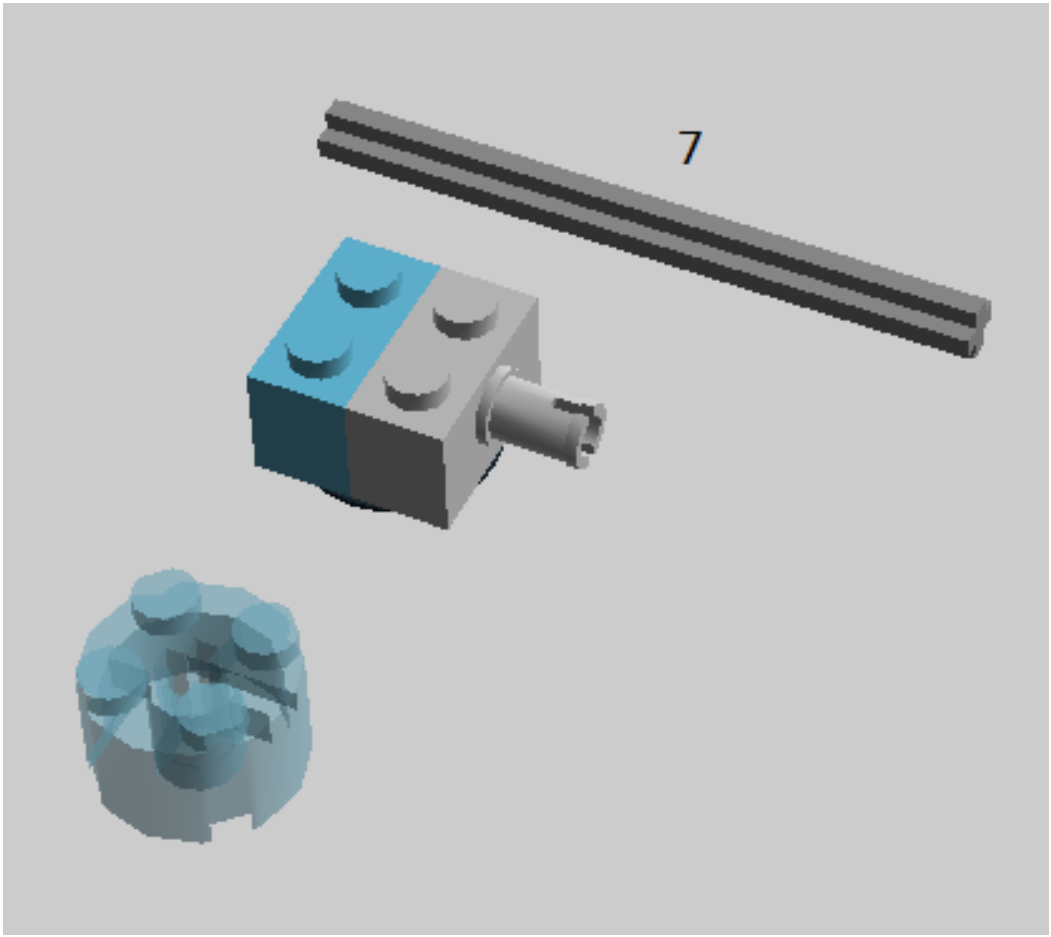




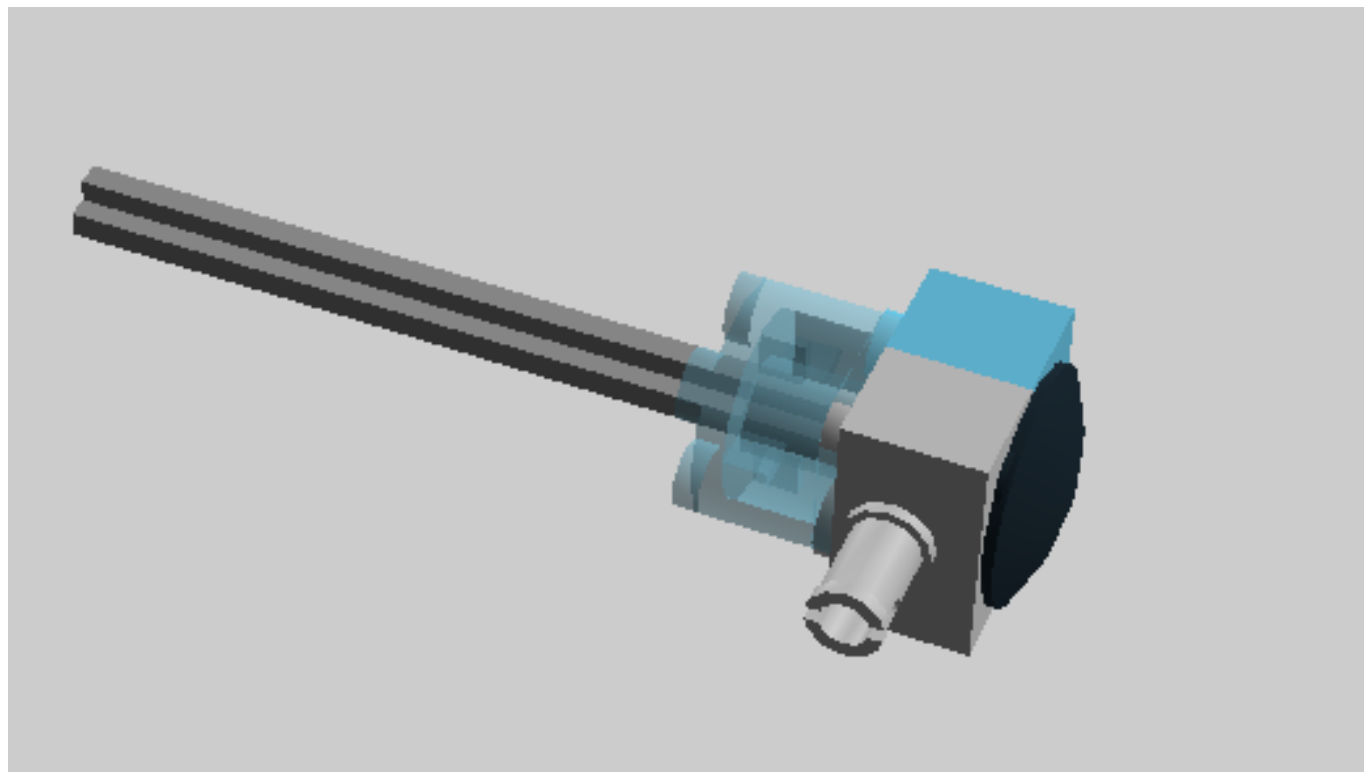
14



15

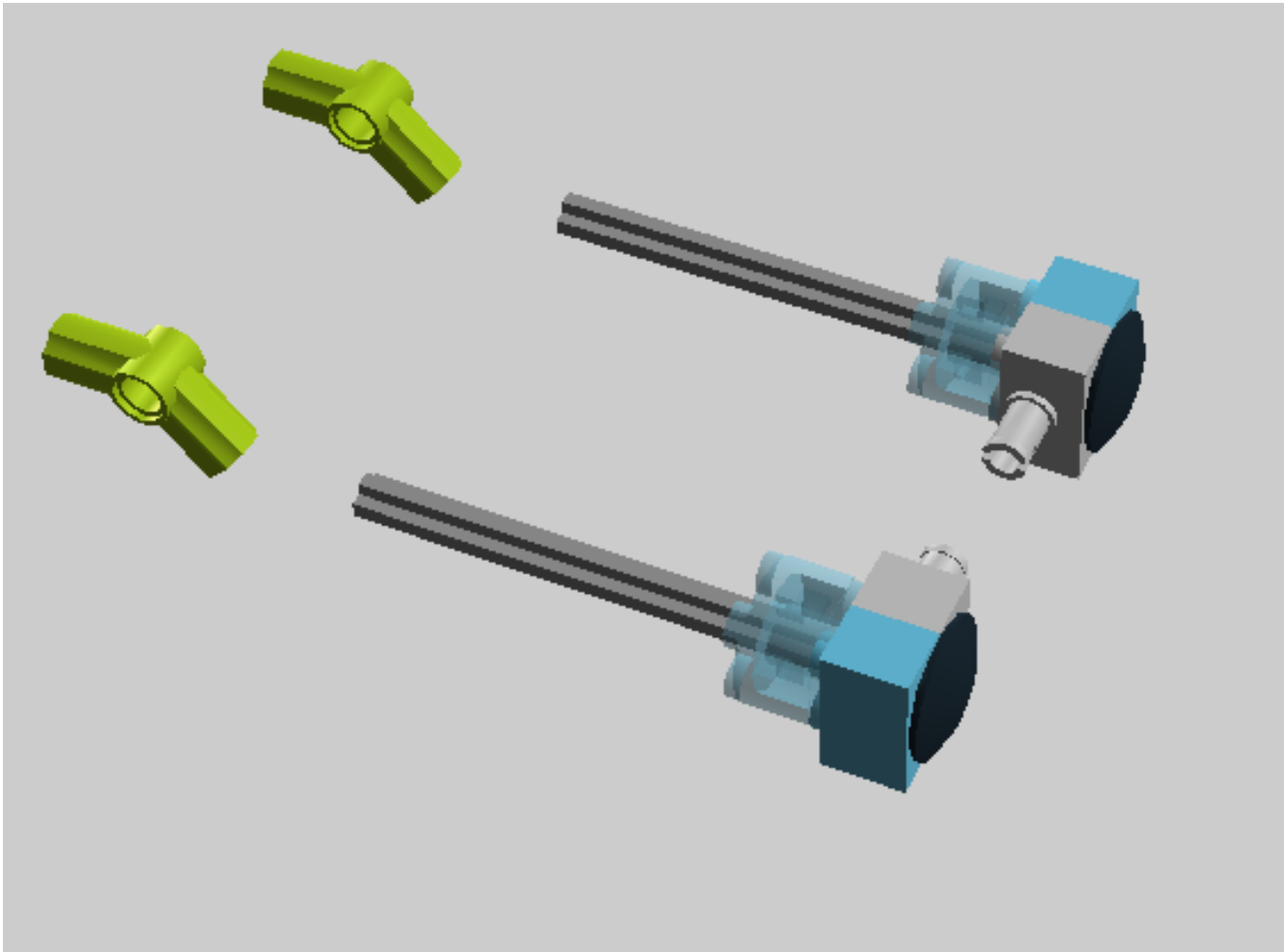


# 16

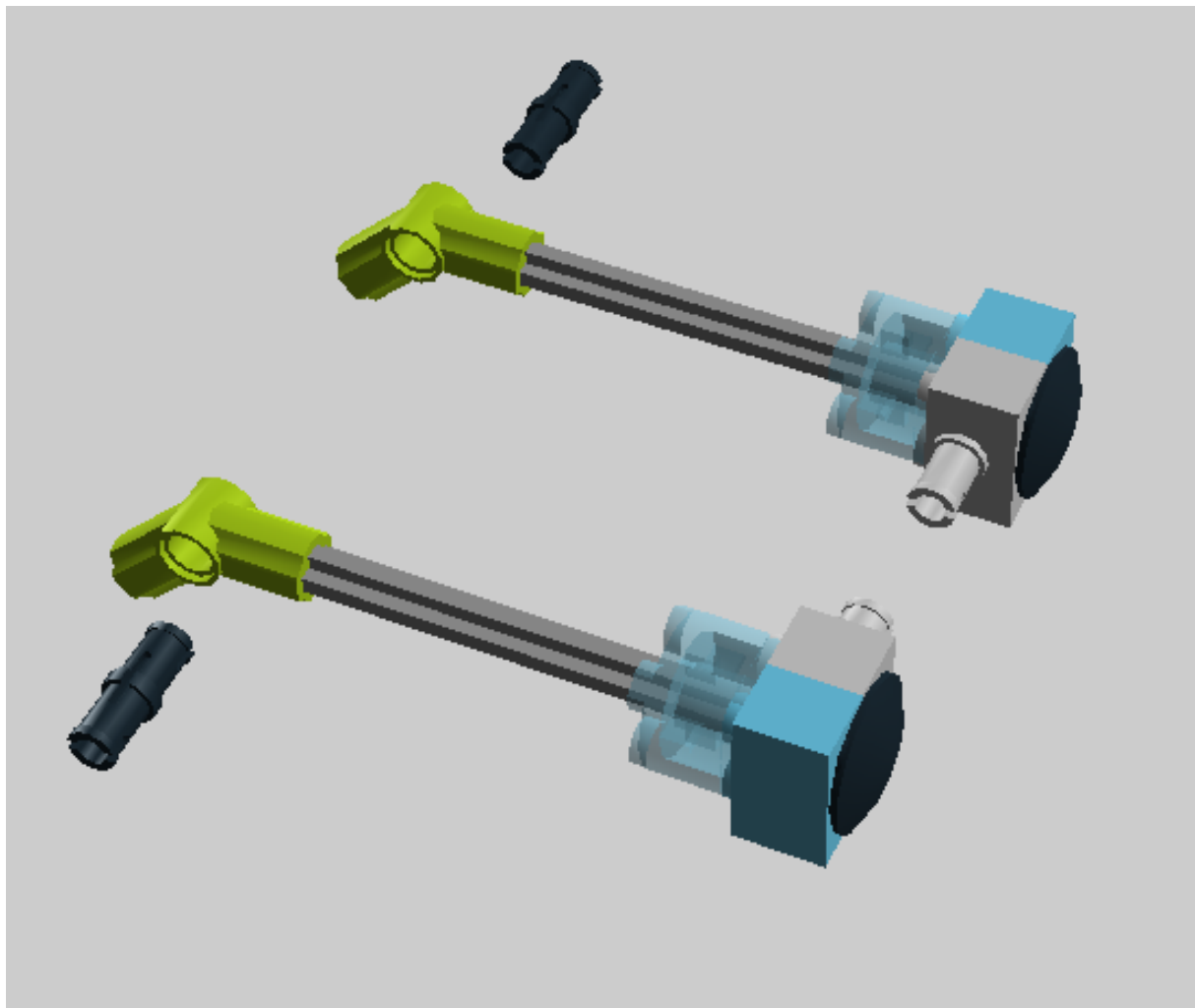


Повторете стъпки 13-16 още веднъж, за да изградите друга подобна част.

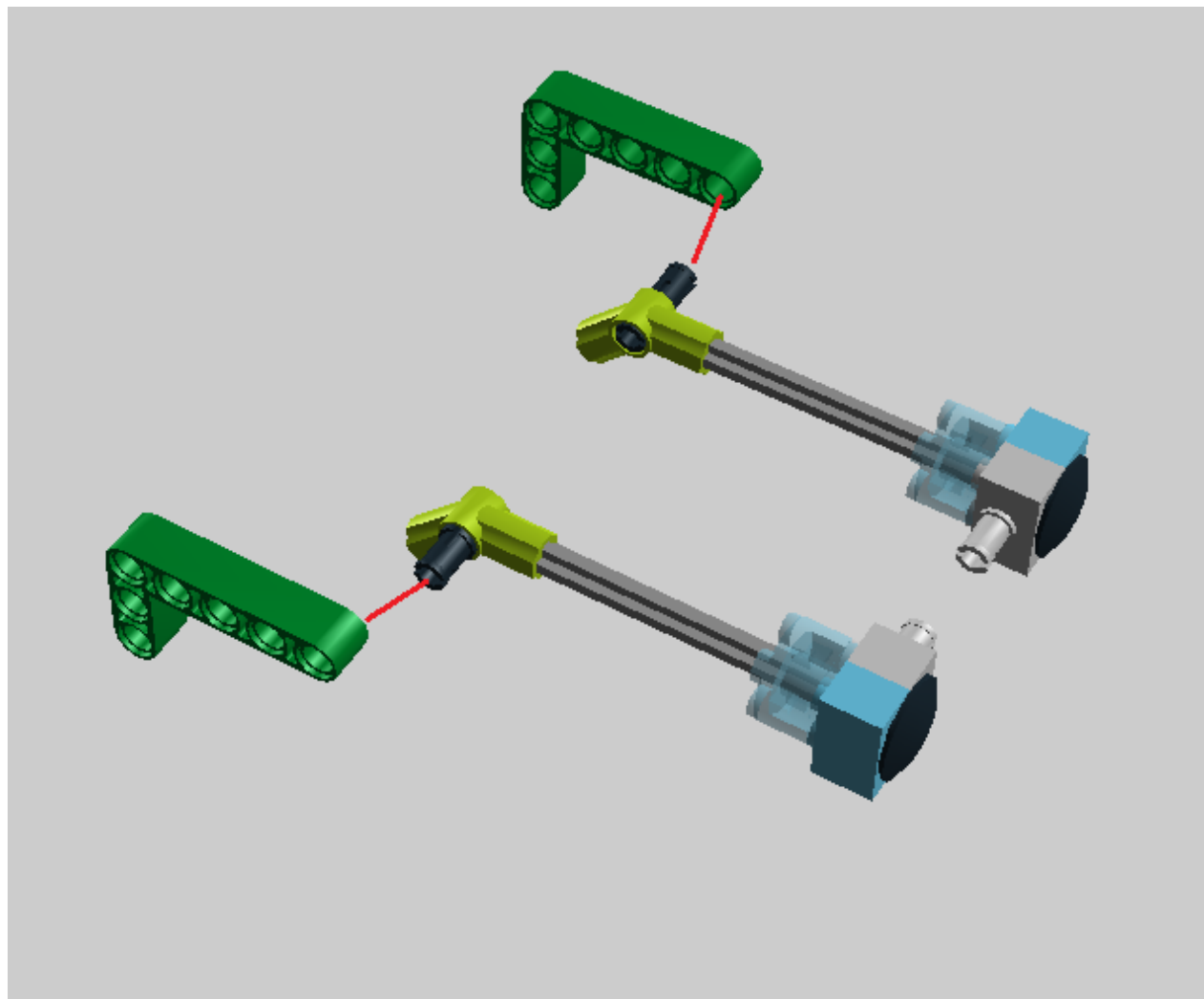
17



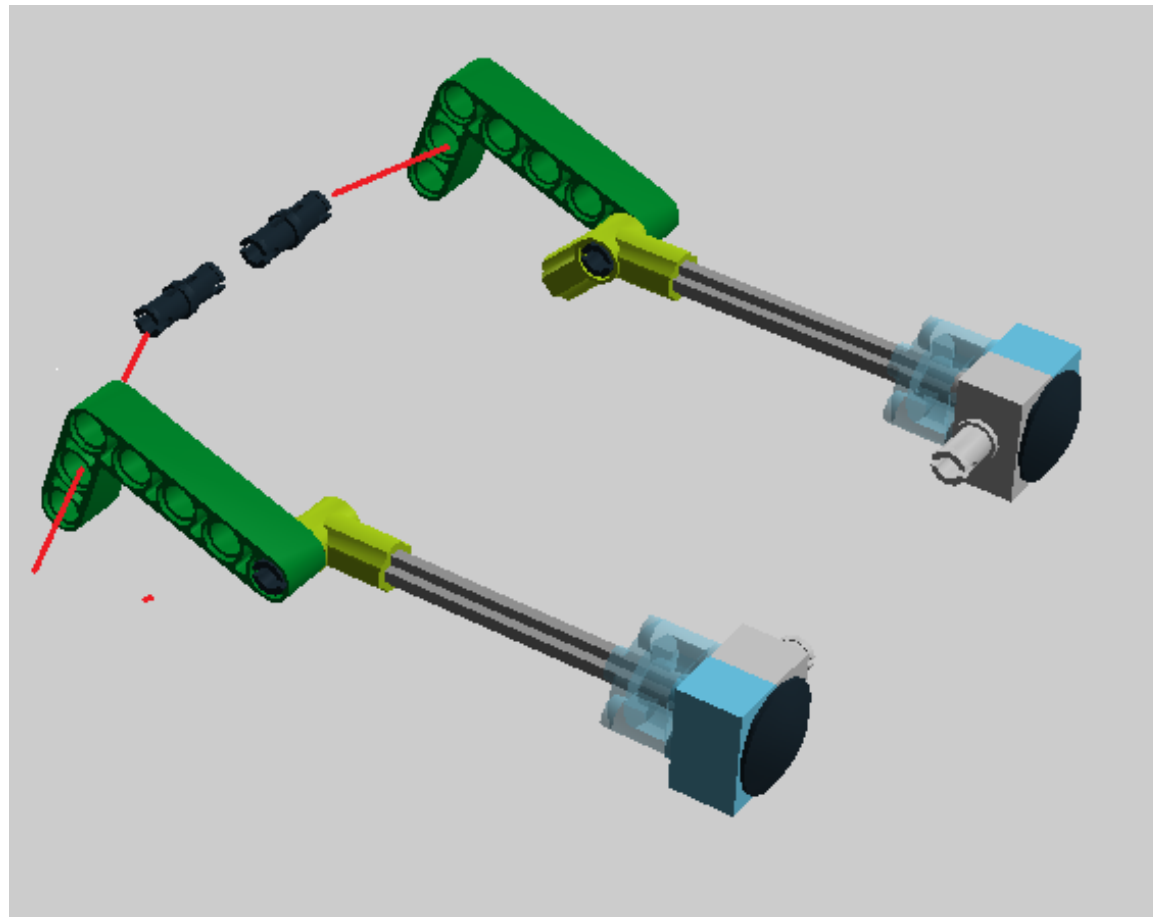
18



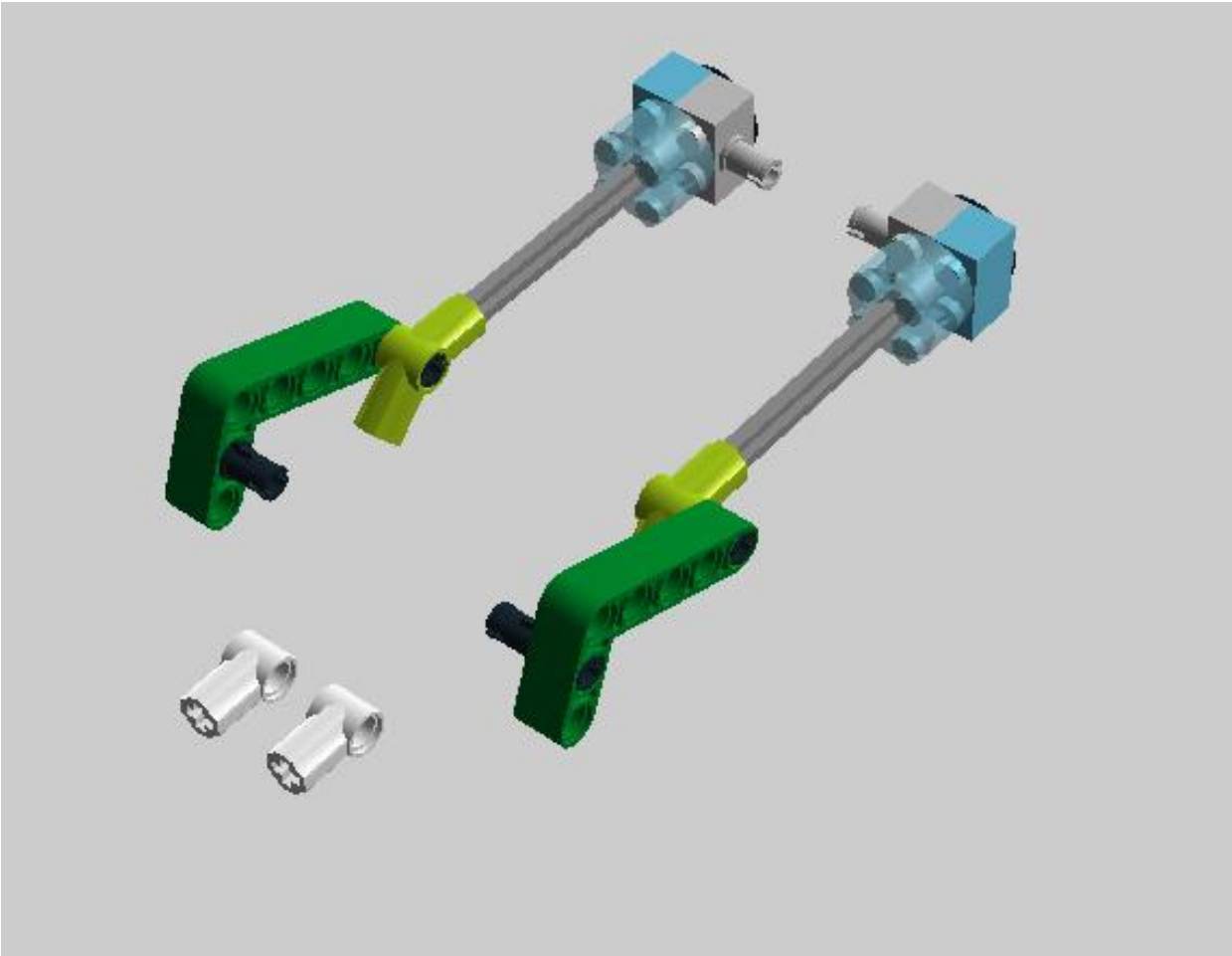
19



20

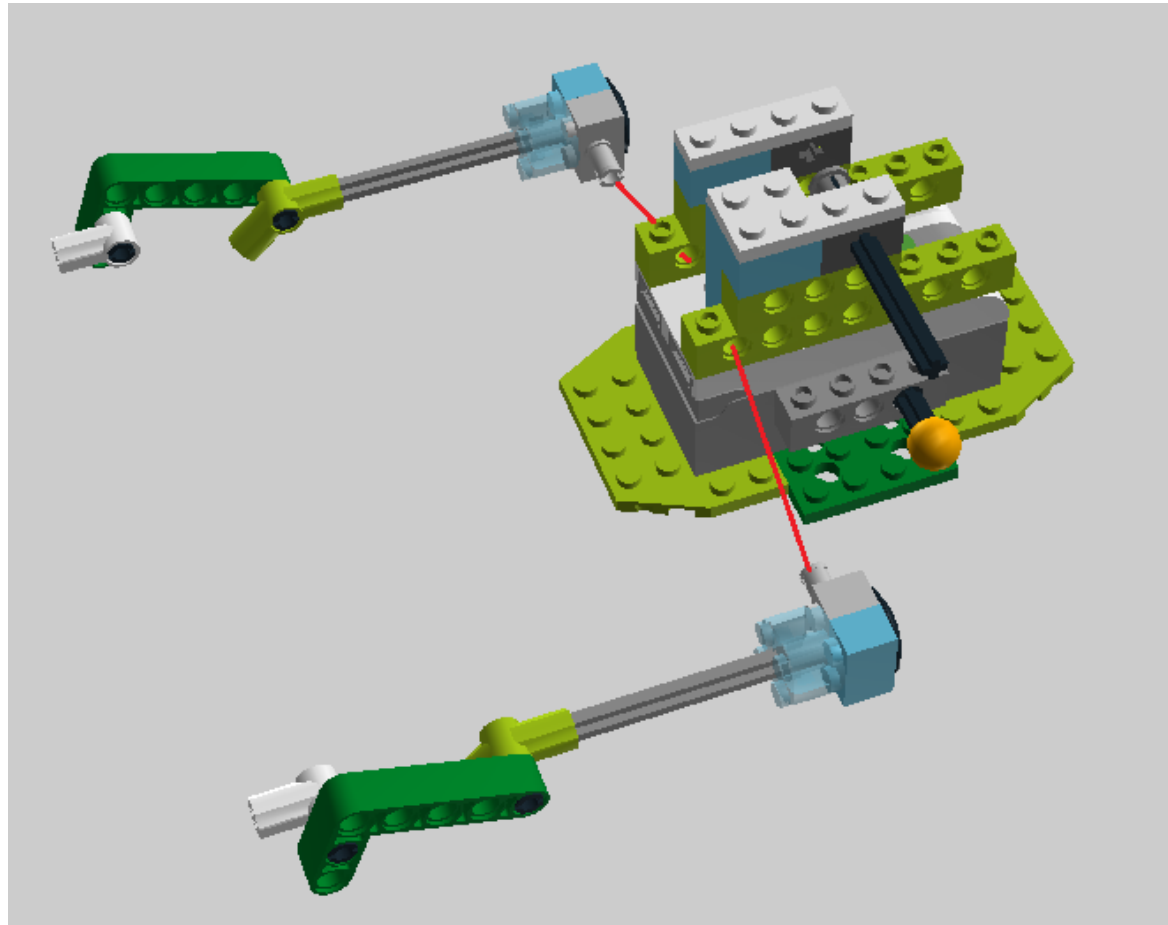


21

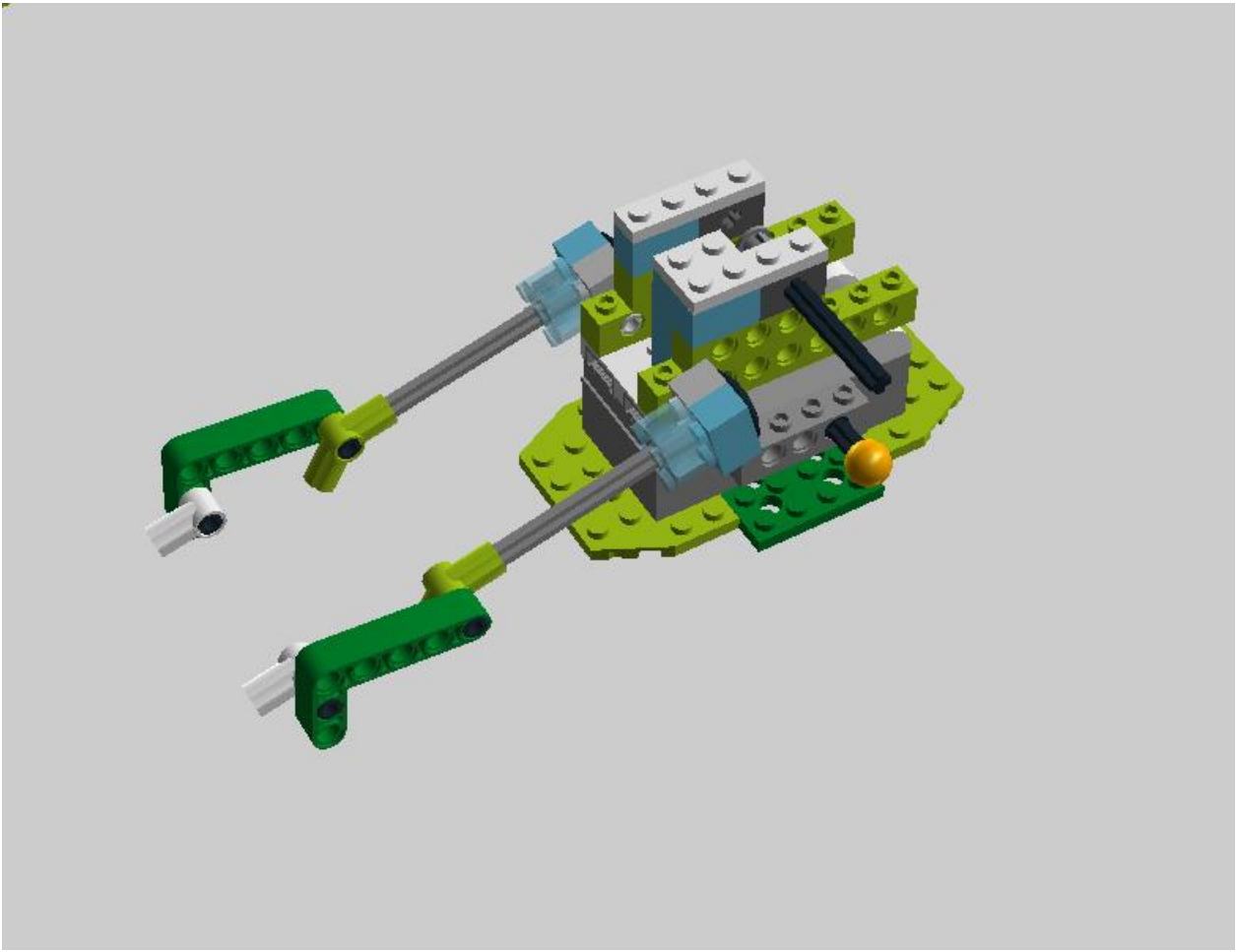




22



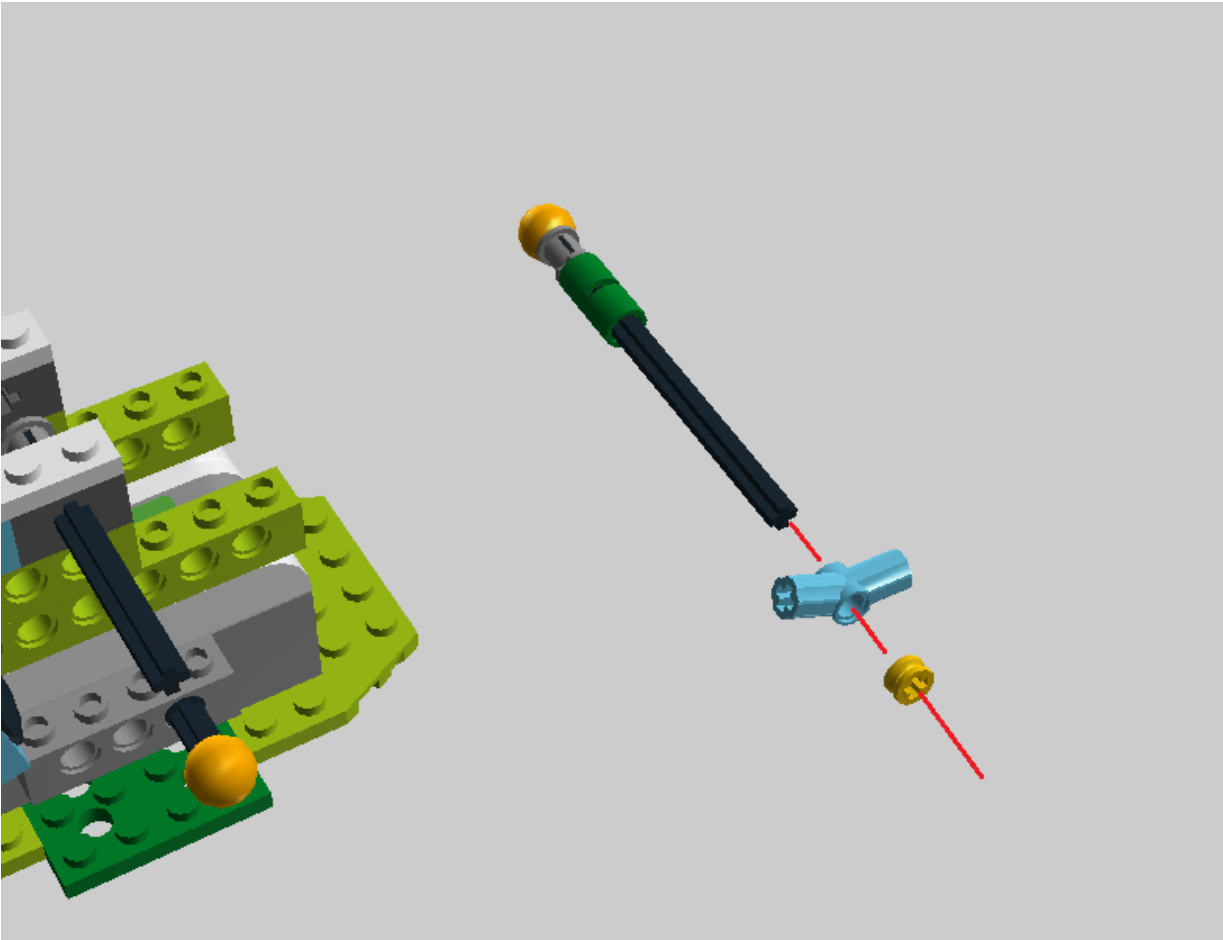
23



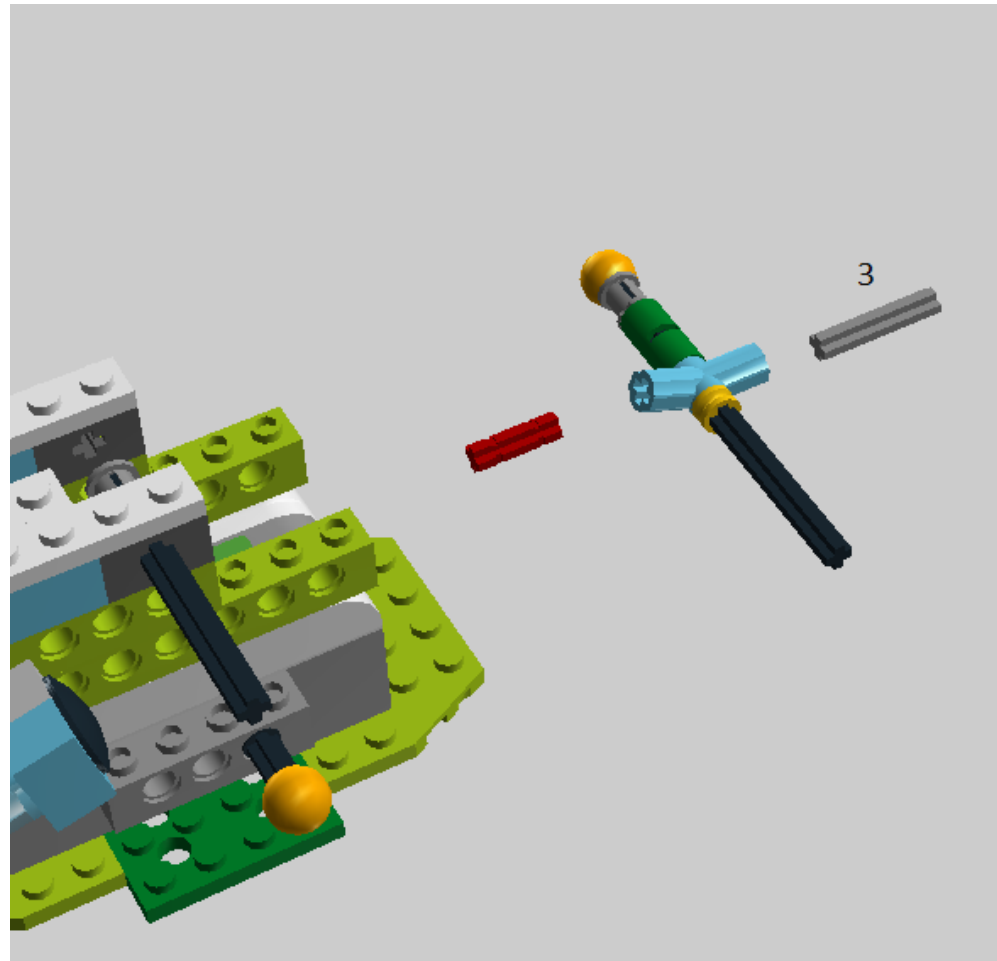
24



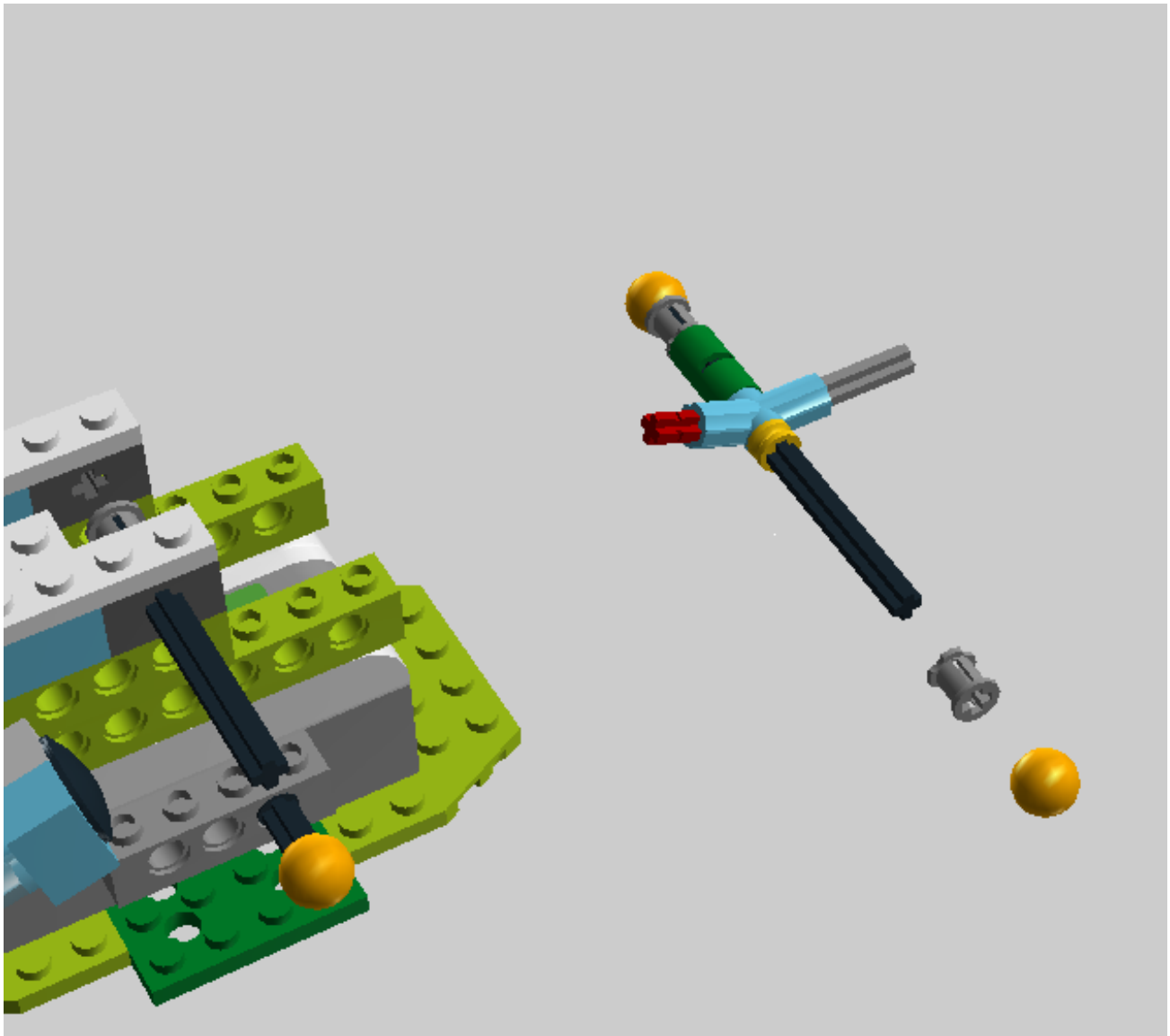
25



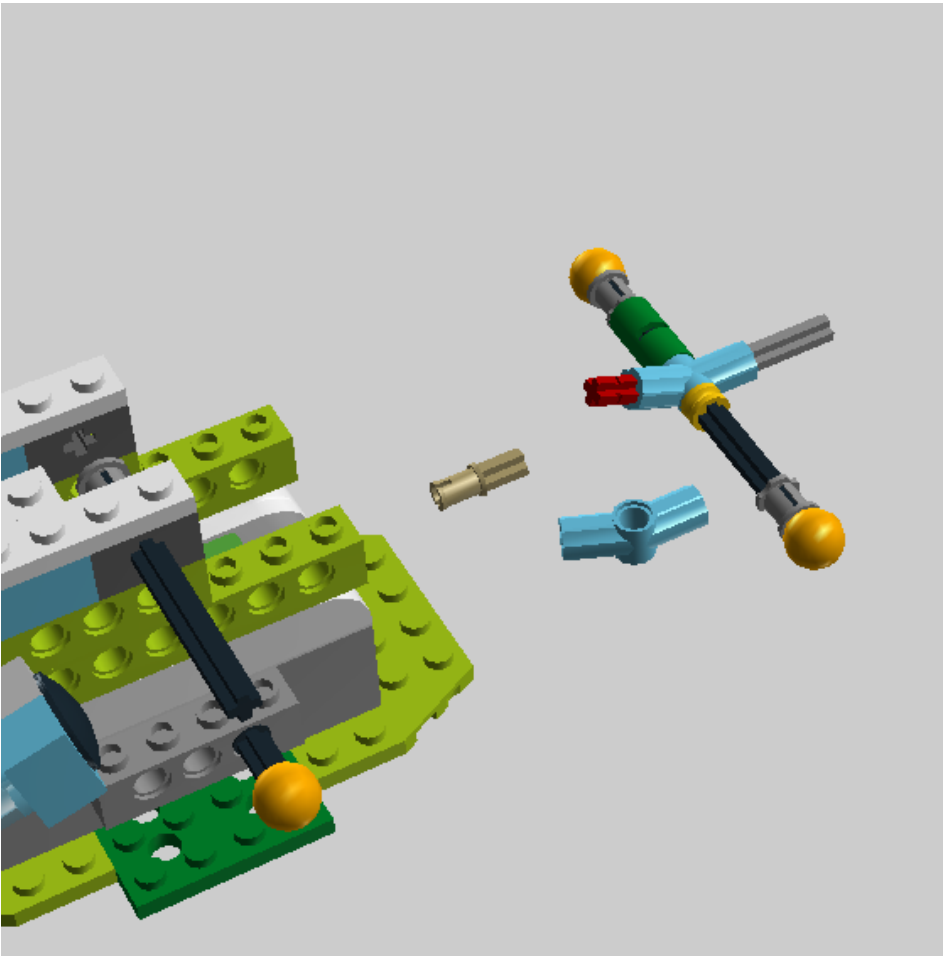
26



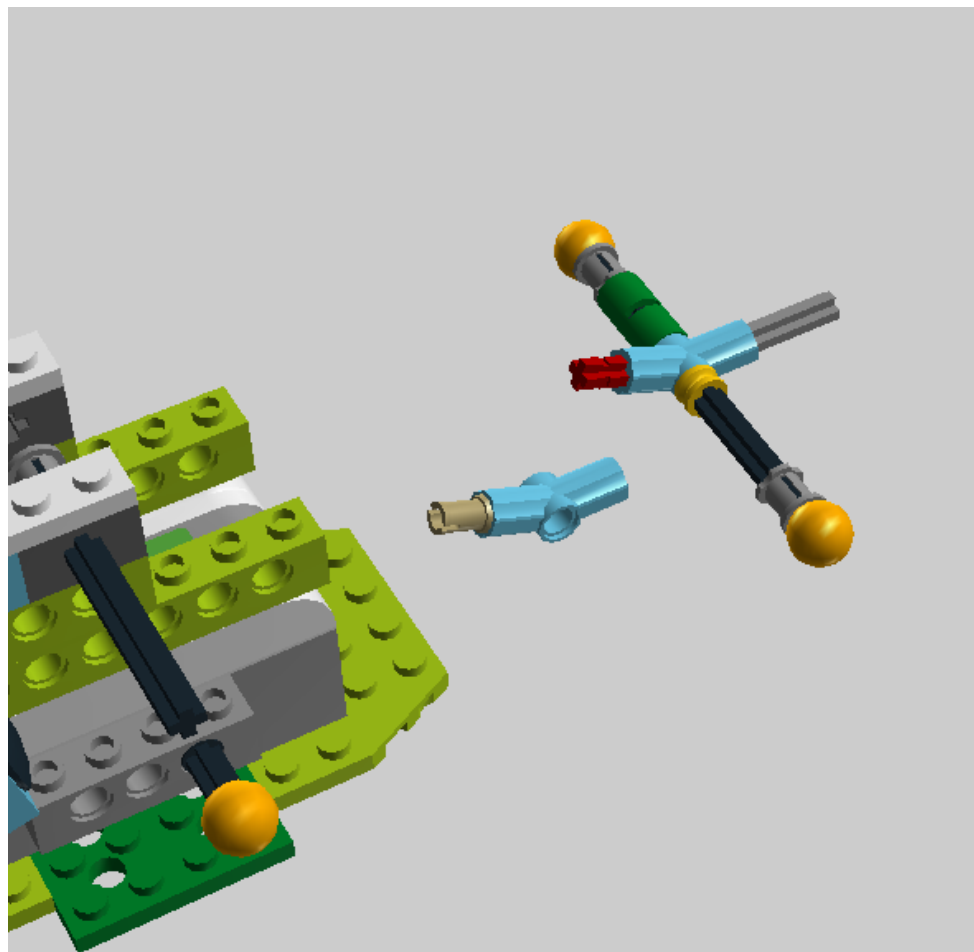
27



28

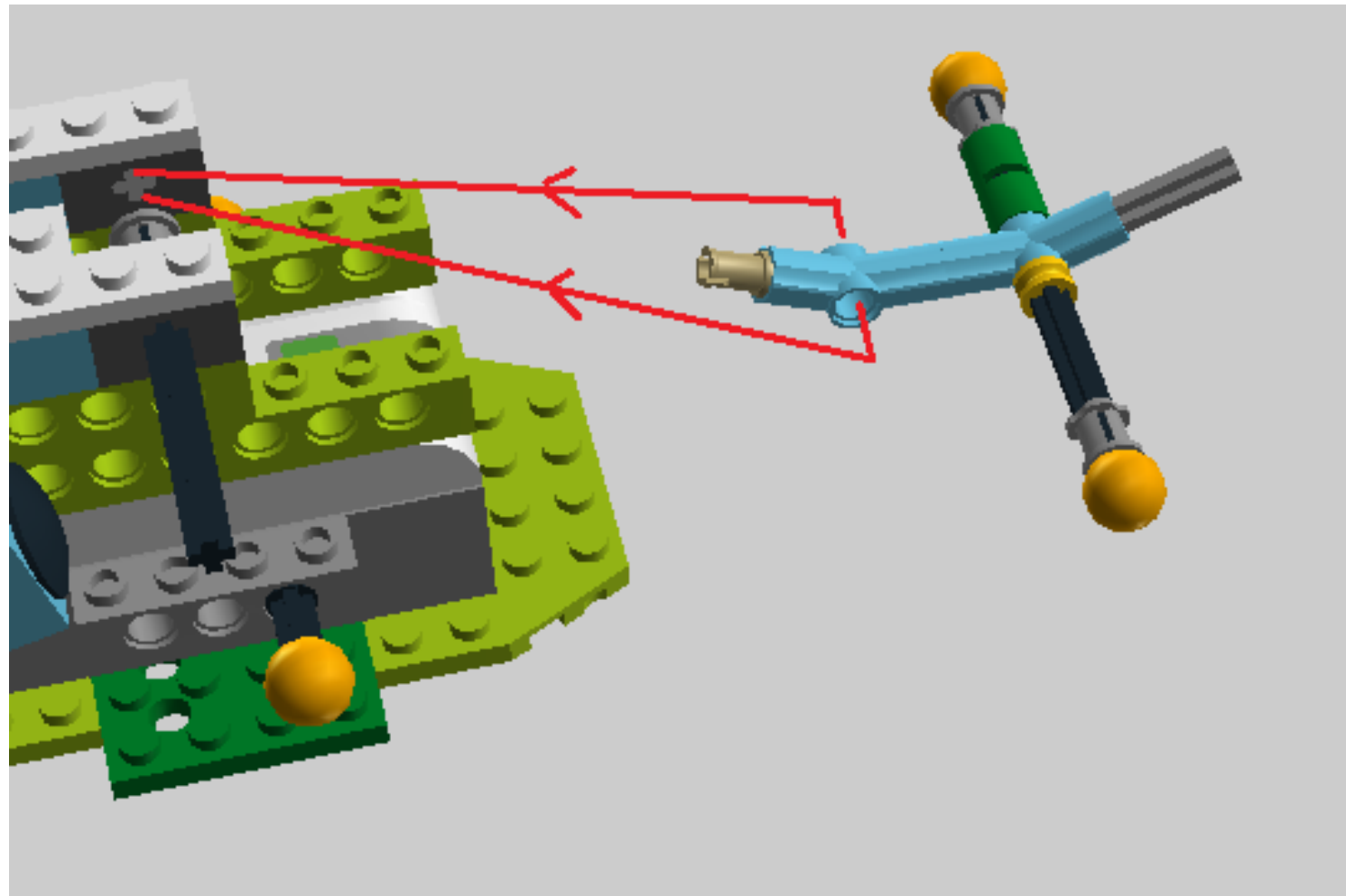


29

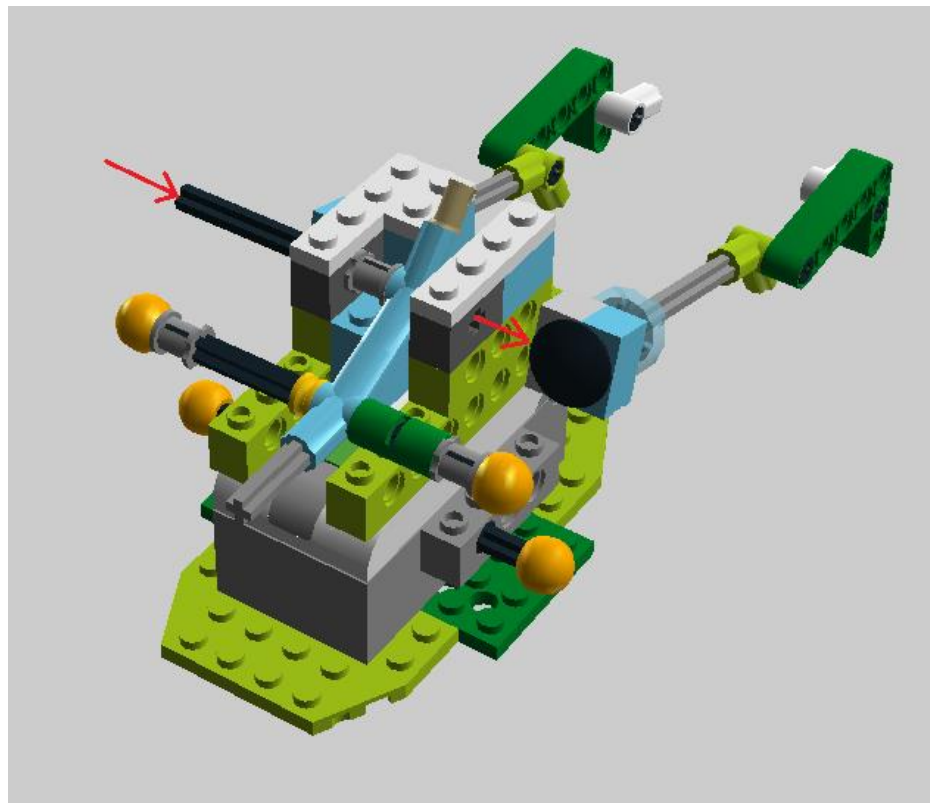




30

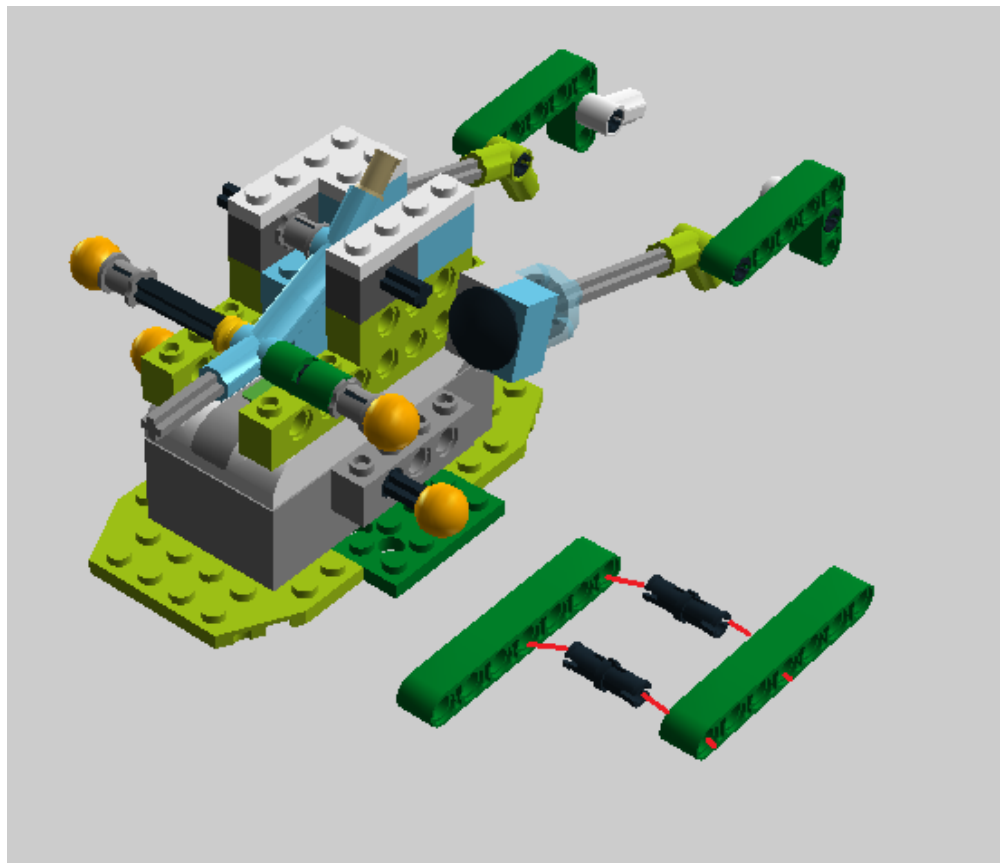


31

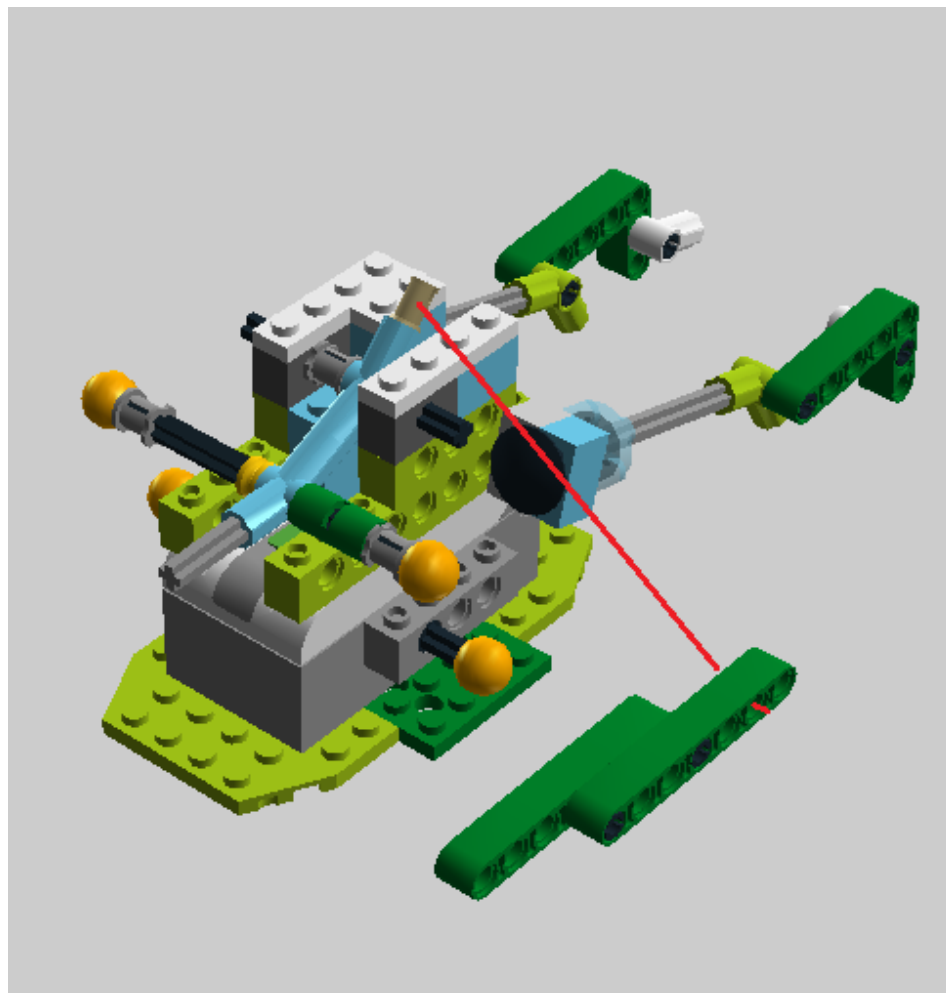


Натиснете оста, за да премине от другата страна и да закрепите частта, която изградихте.

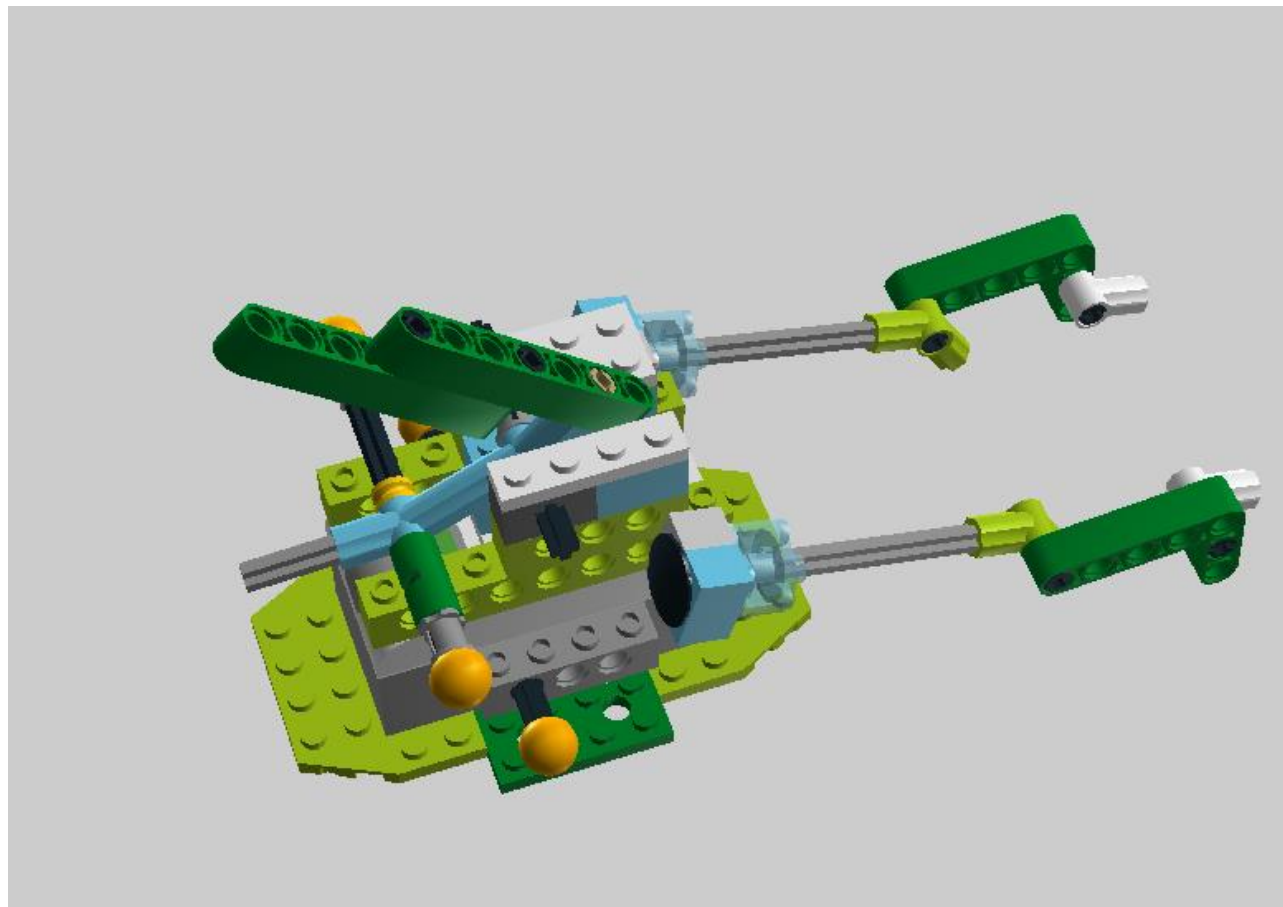
32



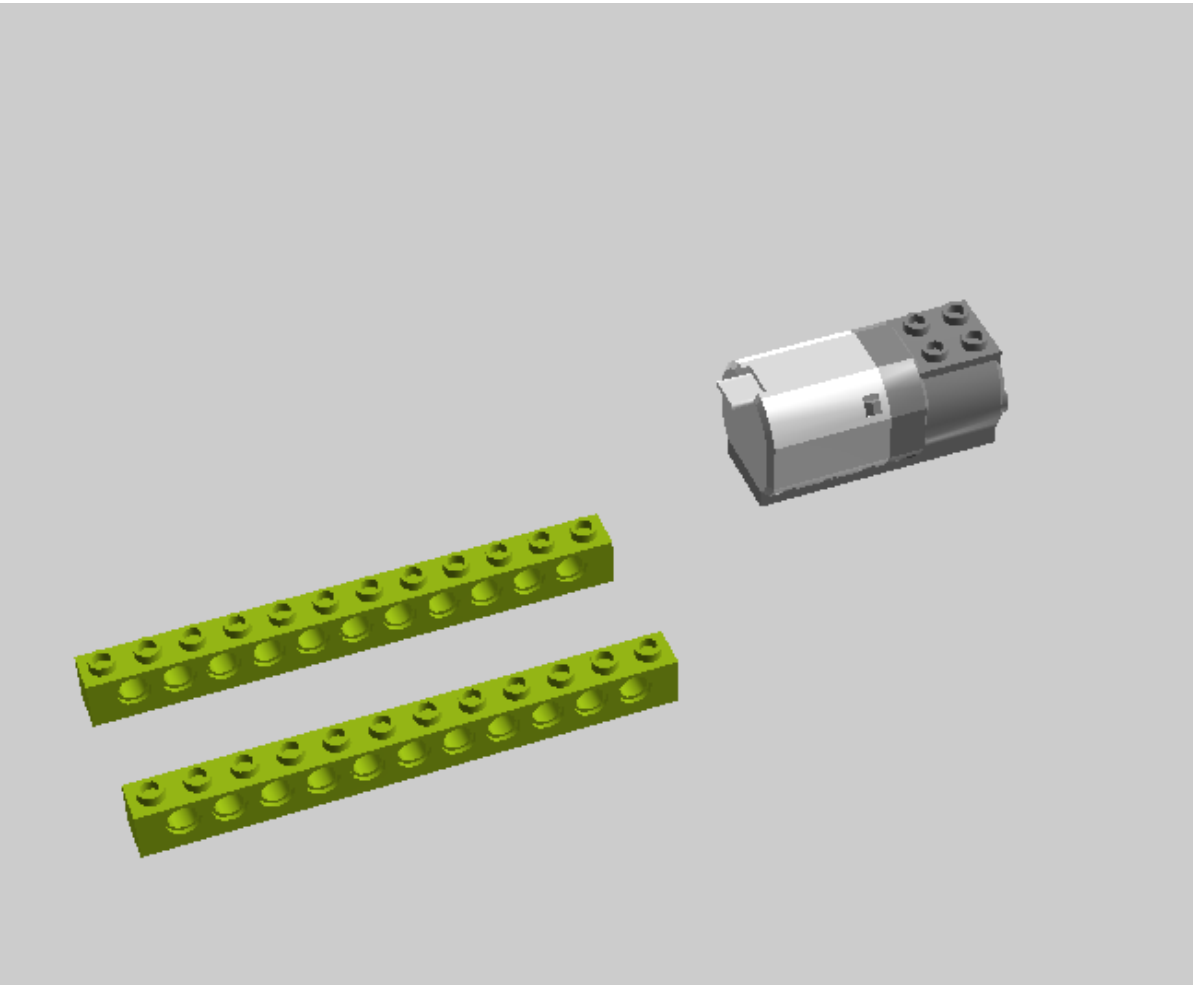
33



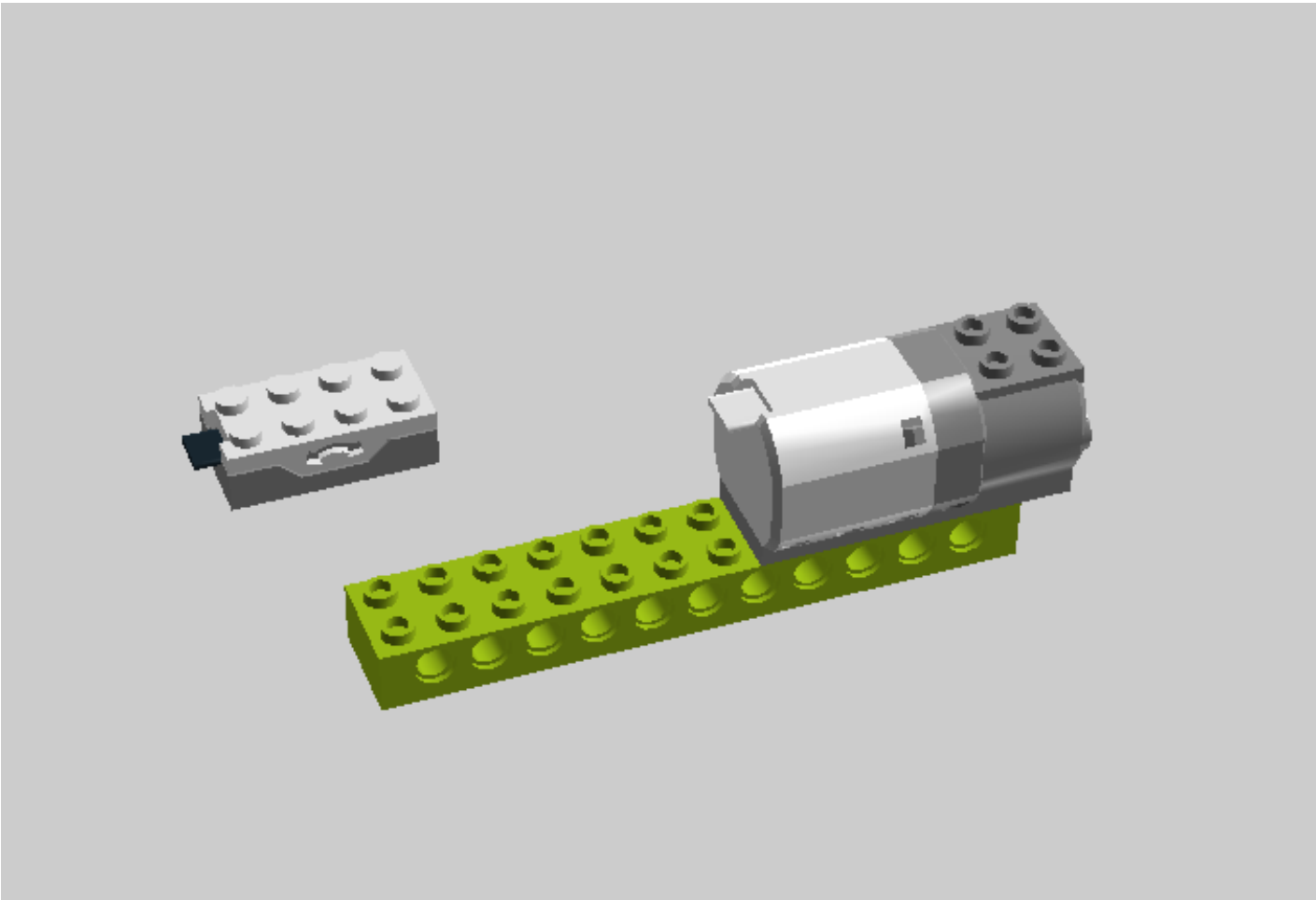
34



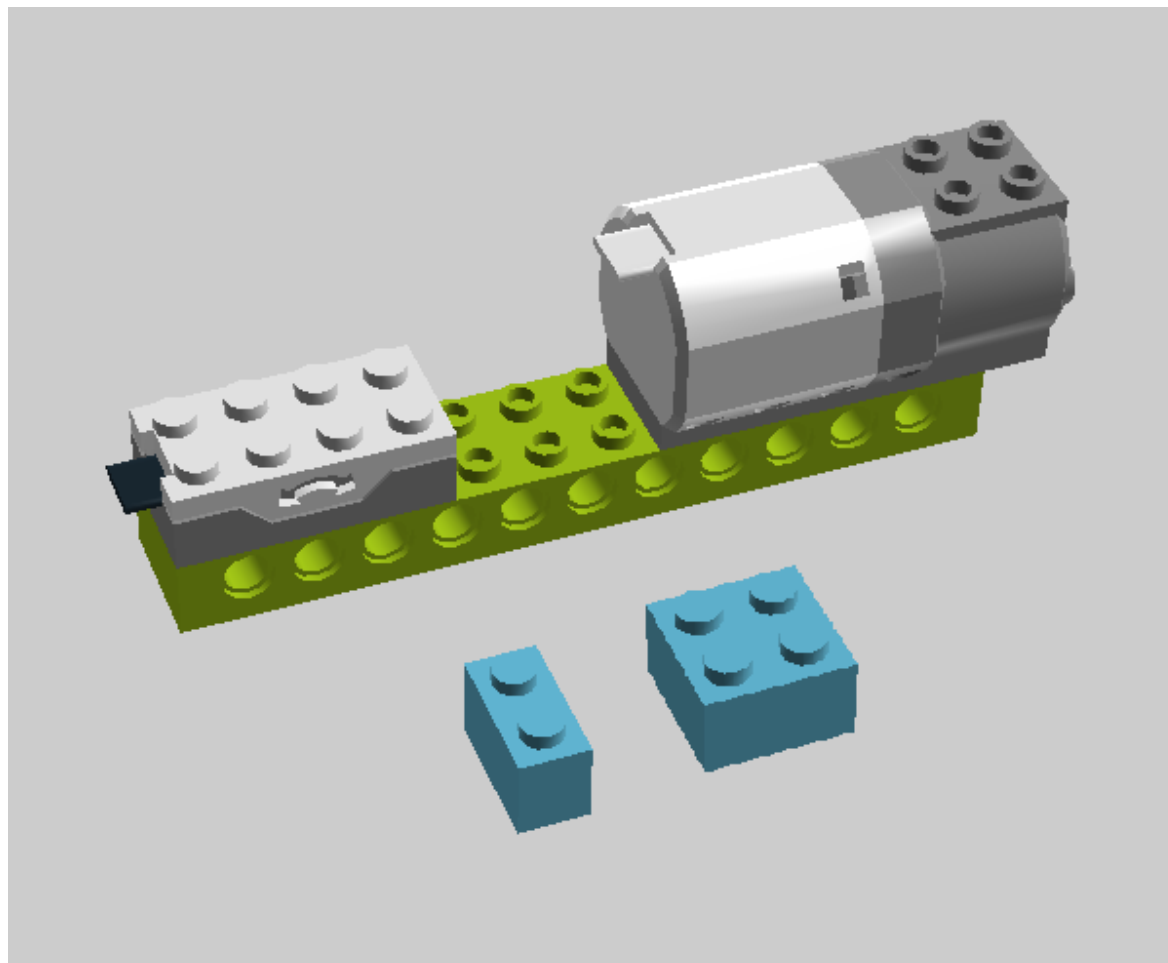
35



36

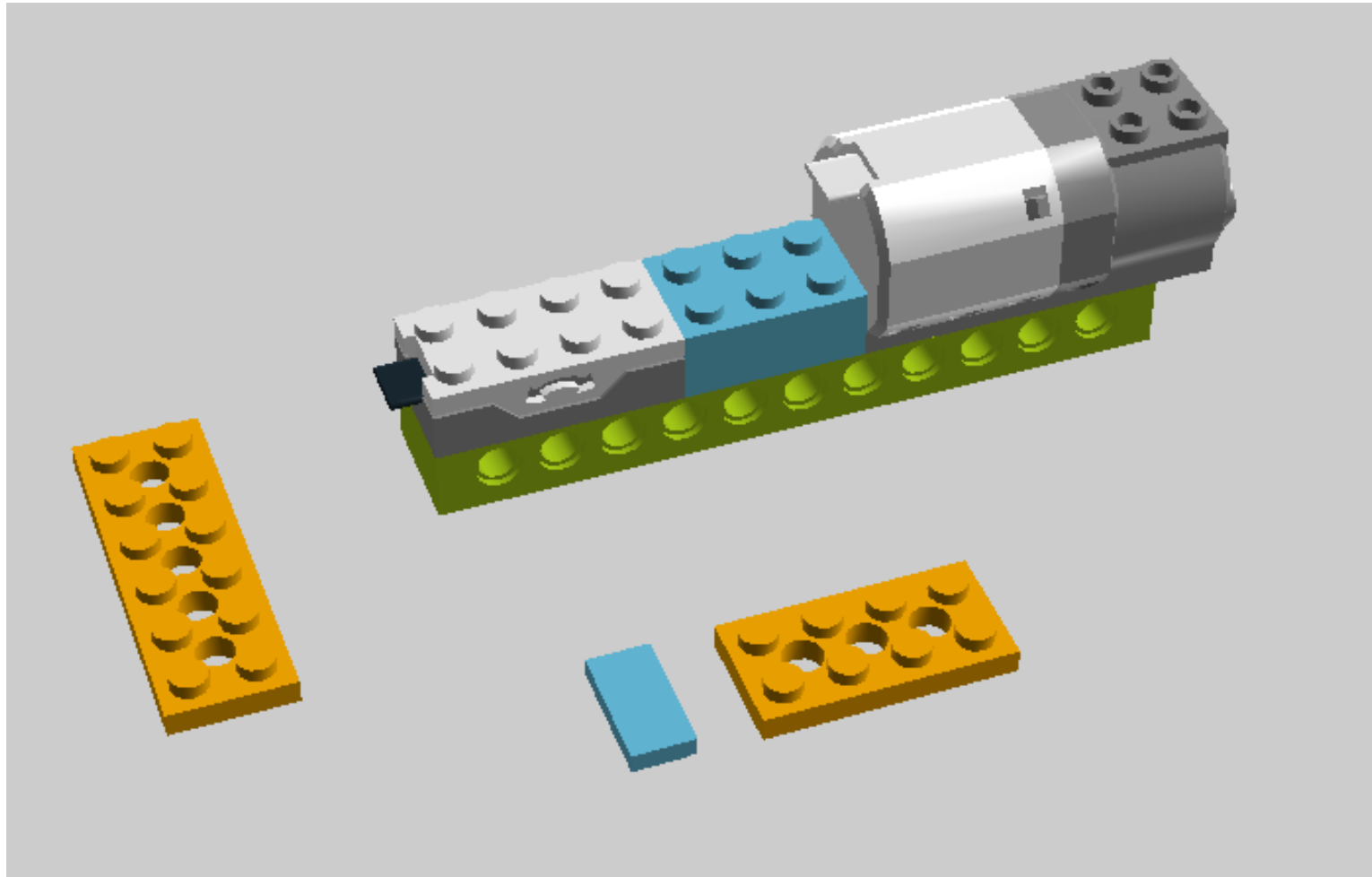


37

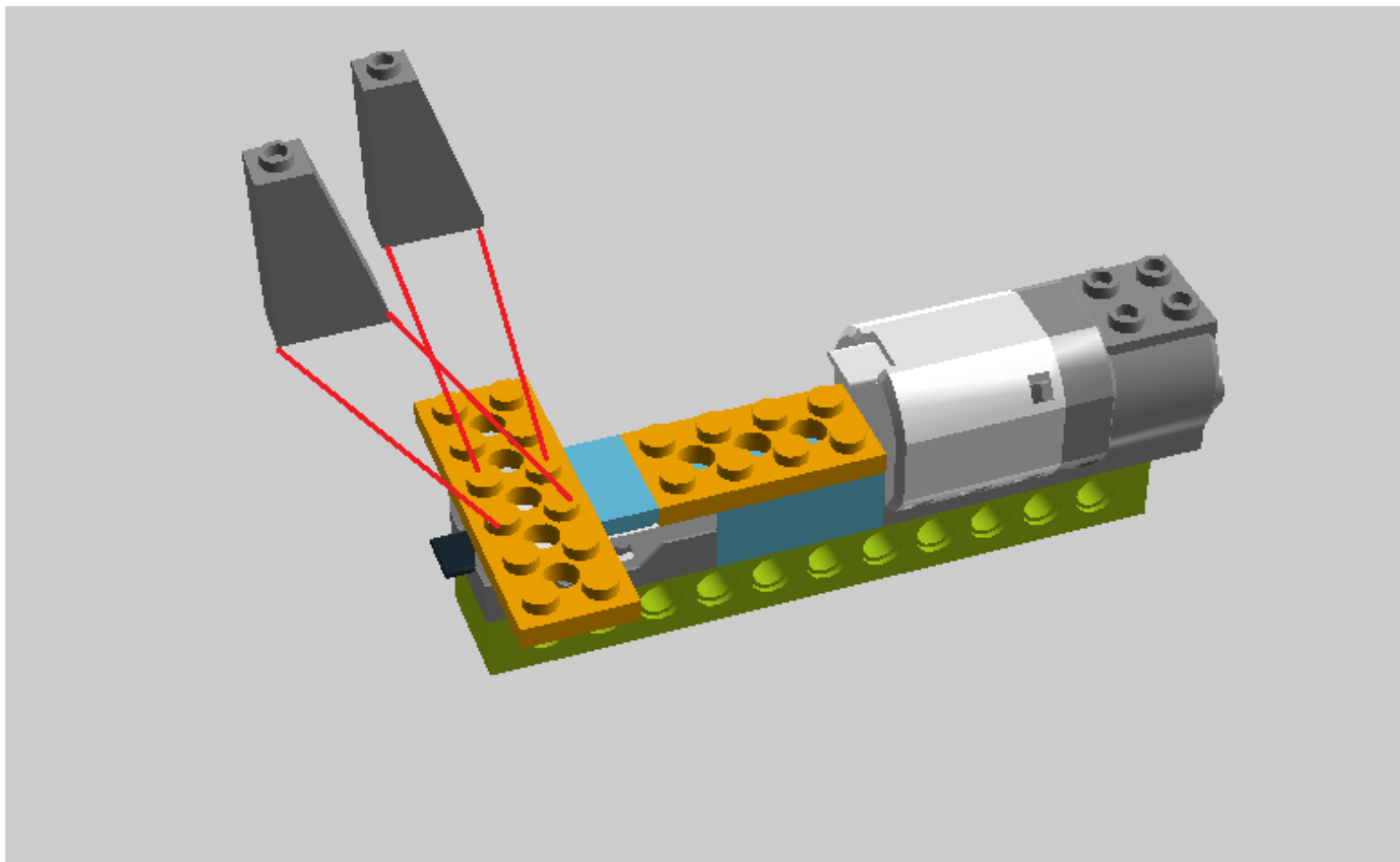




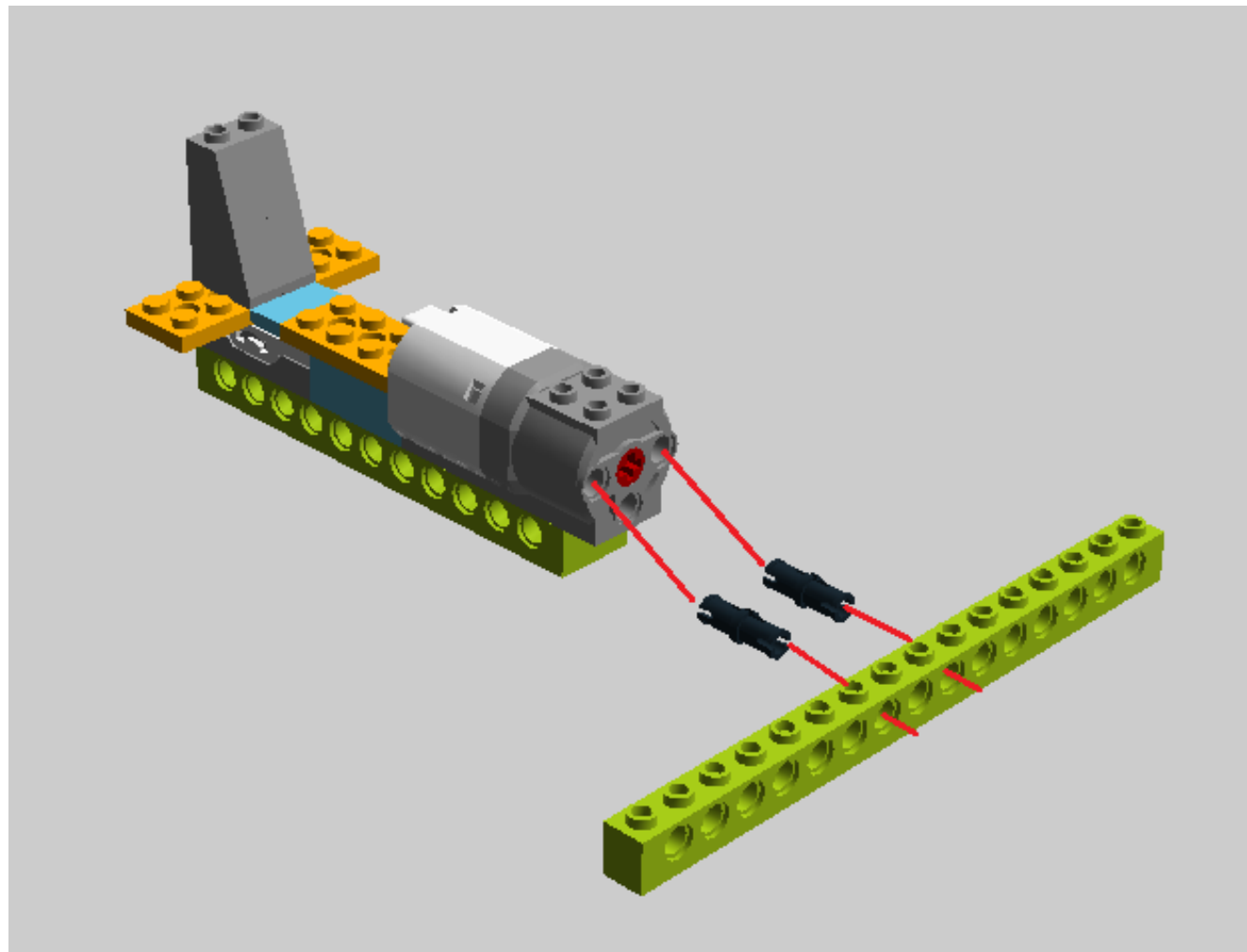
38



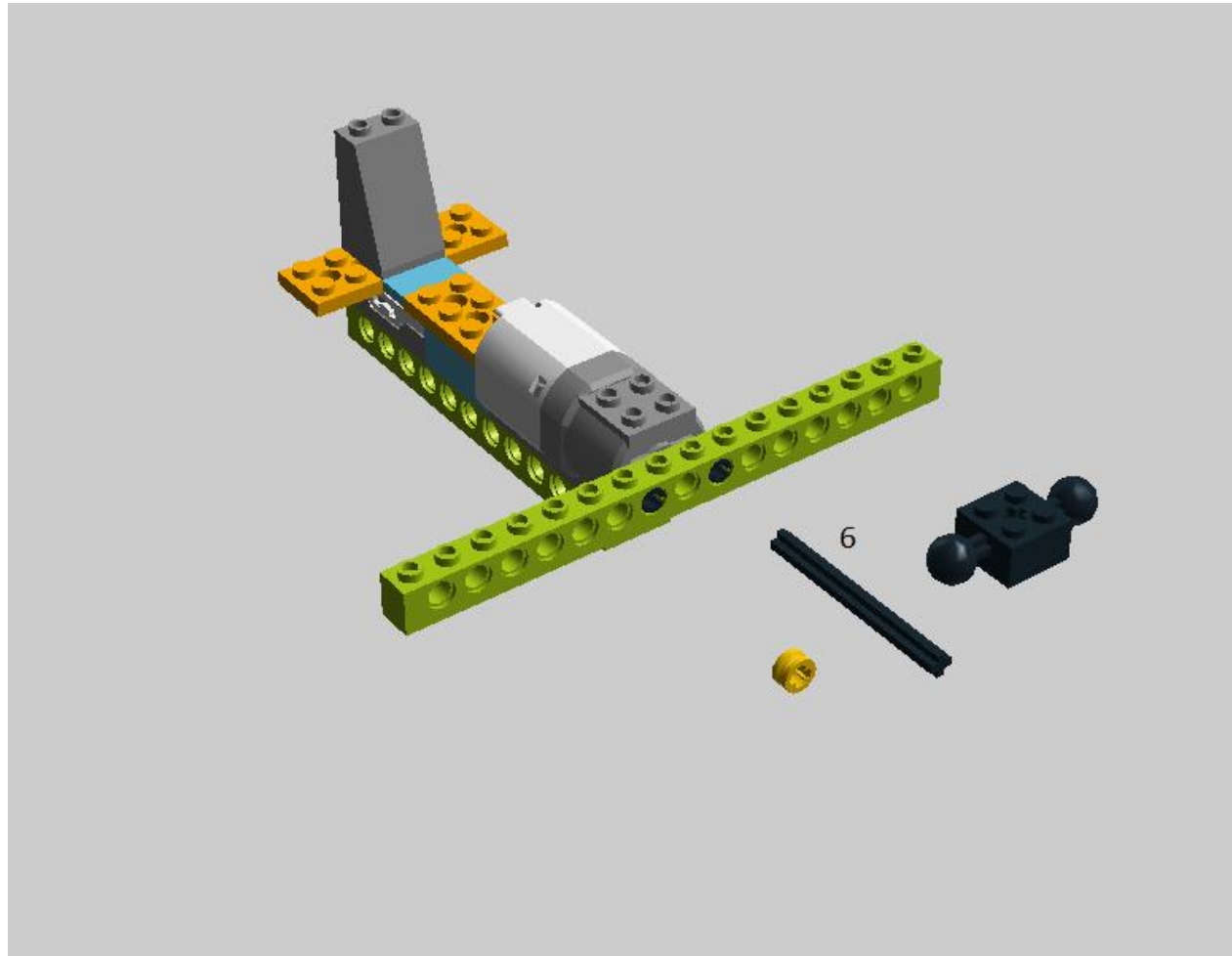
39



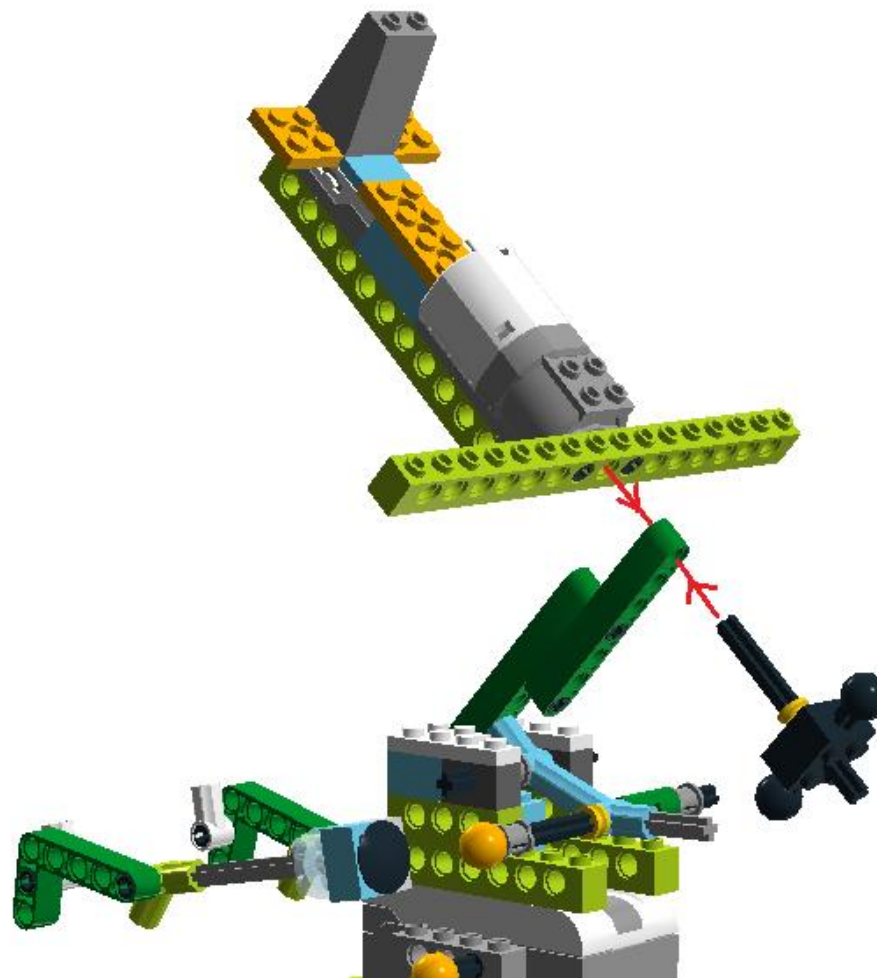
40



41



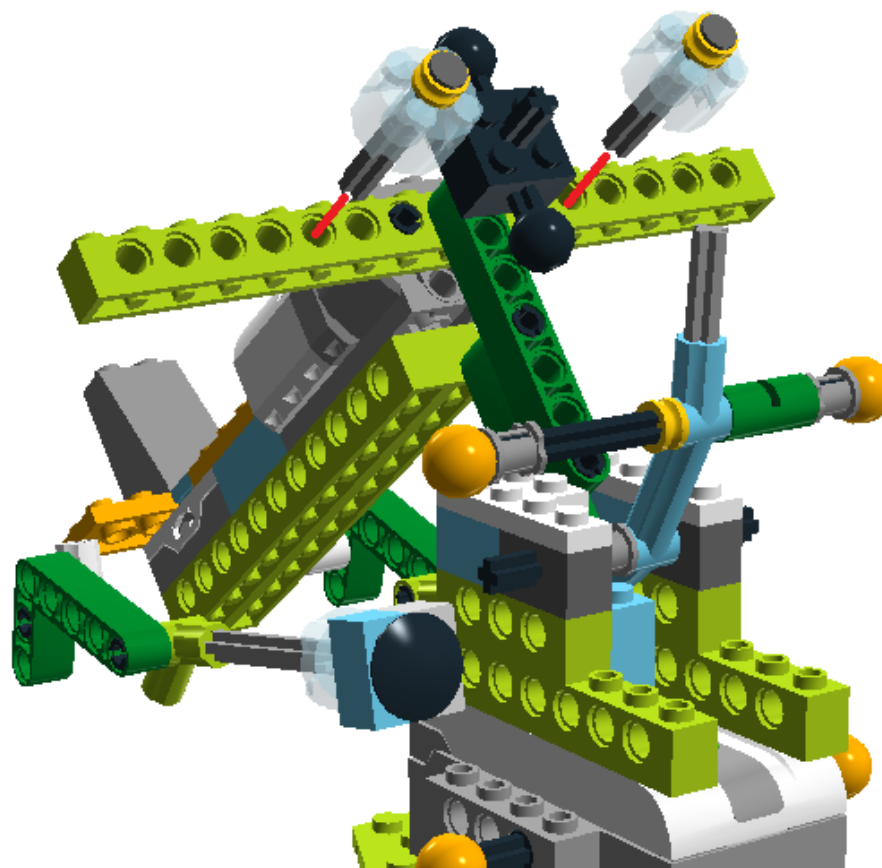
42



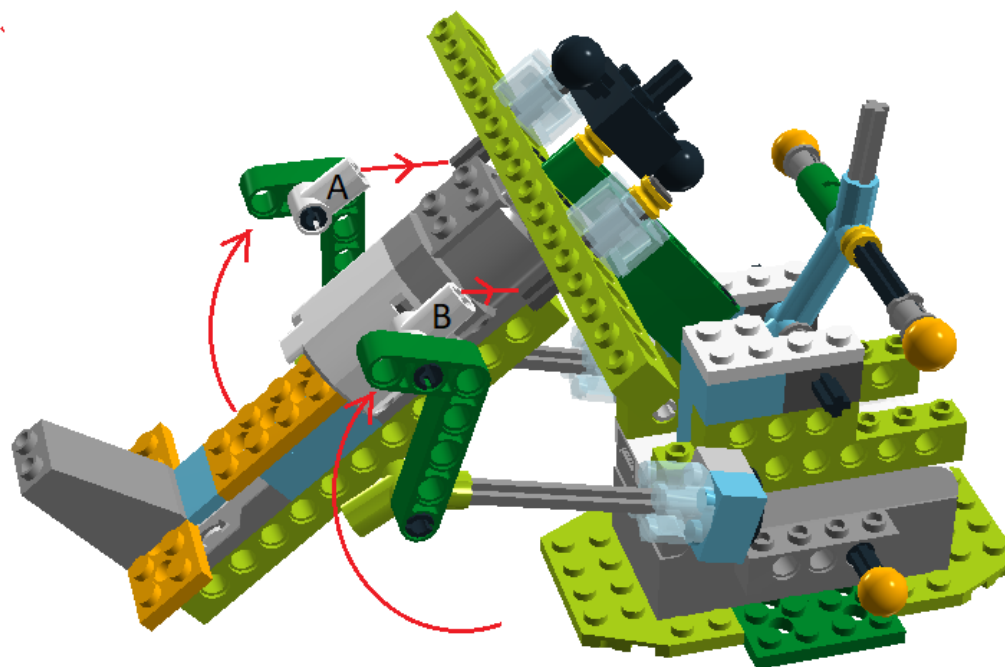
43



44



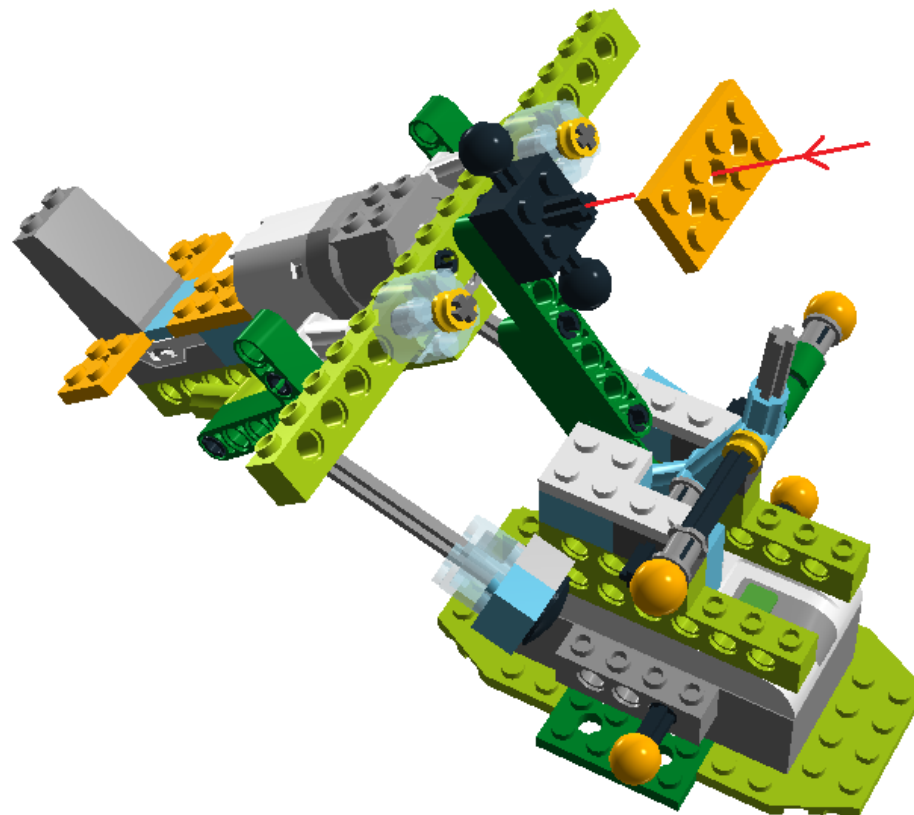
45



Повдигнете и обърнете частта, която виждате на снимката, докато А и В се свържат със сивите оси.



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# 47



Поставете крилата. Частите, които свързахте в предишната стъпка, ще изглеждат отделени, но не се притеснявайте, това е системна грешка!

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Накрая поставете гумените ластиси, които помагат на контролера да остане в хоризонтално положение.



Отворете Scratch, където можете да видите, че повечето неща са готови. Ще програмирате само самолета и ще опитате да го управлявате.



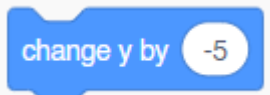
Когато се кликне на зеленото знаме:

- Самолетът (спрайтът) се премества на  $x: 0$ ,  $y: -143$
- Моторът се активира (не е необходимо да се определят посока, мощност и време)

Добавете costumes 1 до 4, които можете да намерите във файла „Plane\_Stages“, свързани с показателите на сензора за наклон.

Използвайте контролера, за да промените посоката на самолета. Програмата синхронизирана ли е?

След като синхронизирате командите с програмата, поставете ги на правилните места, за да промените позицията на самолета на екрана в зависимост от наклона му!

	Движение нагоре
	Движение надолу
	Движение наляво
	Движение надясно

*Когато завършите работния  
си лист, разглобете  
конструкцията си, като  
поставите всичко на  
правилното място.*

