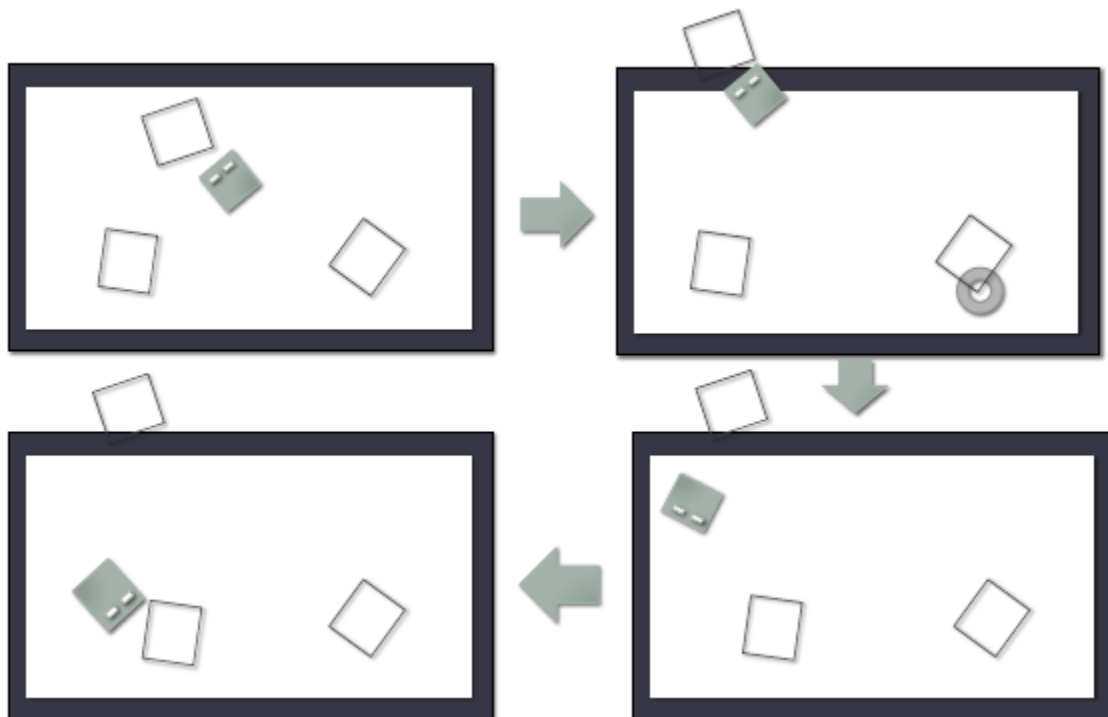
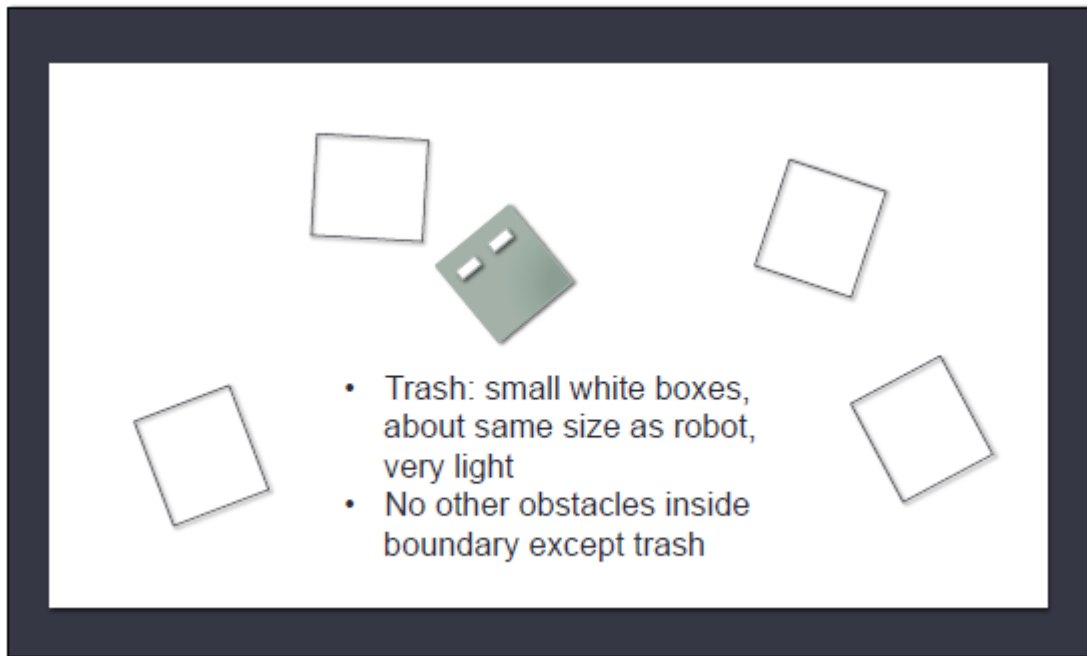


**Assignment#2-2: Cleaner**

**Due: 10/20/2015**

**Goal:** Remove all garbage from the box.

Your robot will start within the black box with randomly placed obstacles within it. You now have to push out all the boxes from the ring.



**Requirements:**

- Push out trash to outside of boundary (black tape) – at least half of the “box” is outside of boundary
- Indicate (with sound or light) that trash has been pushed out
- Quit (success condition) after pushing 3 pieces of trash out
- Implement a Finite State Machine driven by an event loop
- Assumptions:
  - No other object inside boundary except trash
  - Trash are small white boxes about the same size as the robot

**Setup:**

By now you should have enough knowledge to setup a running environment using the API, either based on previous code or building a new one.

To see an example of a basic Finite State Machine, download *simplest\_fsm.py*.

NOTE: This FSM is not event driven and yours should be. It also is very simple and does not interface with the robot. It is not a skeleton starter code, but rather for your reference as a simple example. You can implement an event driven FSM however you'd like.

**Submission:**

Simply zip all your files and name your zip following the previous naming convention:

sunetid\_hw#\_part#.zip