Lab 3
Dance Group Assignment

Perform these steps on a lab computer (logged into Windows). Save the files on you T: drive, in a new directory in CSCI1111. Only one group member must create these files.

1. Create a file "Dancer.java" with the following contents:

```
import edu.gwu.Jobot.agents.standalone.LejosAgent;
import lejos.nxt.Motor;

public class Dancer extends LejosAgent
{
        public static void main(String[] args)
        {
                Dancer Bob = new Dancer();
                Bob.perform();
        }

        public void perform()
        {
                printLCD("Do the Robot!");

                // Call your new functions here (moveForward, turnLeft...)

                System.exit(0);
        }


        public void moveForward() { ... }
        public void moveBackward() { ... }
        public void turnRight() { ... }
        public void turnLeft() { ... }
}
```

2. Compile Dancer.java with the following command:
```
nxjc -cp C:\Jobot.jar Dancer.java
```

3. Turn on your NXT brick and connect it to the computer with the USB cable.
4. Transfer your program to the NXT brick with the following command:
```
nxj -cp .;C:\Jobot.jar Dancer
```

5. Make sure the motors are connected to the correct ports.
6. On the NXT brick, run the new Dancer.nxj program.
7. Show one of the TA's your robot getting down!