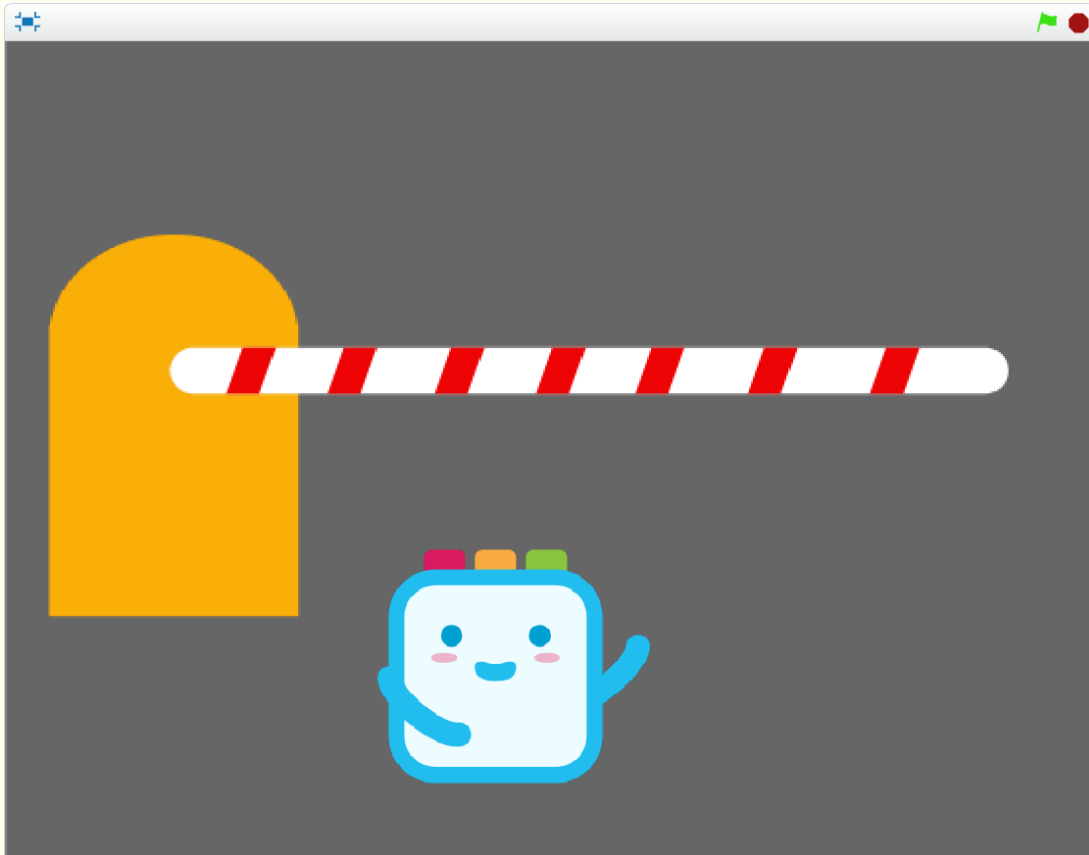


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Go Up, Parking Lot Gate!

● Scratch Project

- Let's make an automated system to allow vehicles to enter a parking lot.



● Coding Blocks To Use

- Let us utilize the coding blocks (proximity & DC Motor) to make the Parking Lot Gate!



PROXIMITY



DC MOTOR



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Go Up, Parking Lot Gate!

● Scratch Coding Mission

- If there's a vehicle in front of the proximity sensor, code the DC Motor to go up & pause, then code it to come down after the vehicle enters.

● Main Scratch Blocks To Use.

Main Block	Block Description
	<ul style="list-style-type: none">• It is used to create conditional statements.• Insert the conditional statements 'if' inside the hexagonal shape.• If the condition is "True", the coded content is executed.
	<ul style="list-style-type: none">• You can use this block to determine the waiting time (pause) by changing the time value (1 second).

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Go Up, Parking Lot Gate!

● Coding Mission To Do!

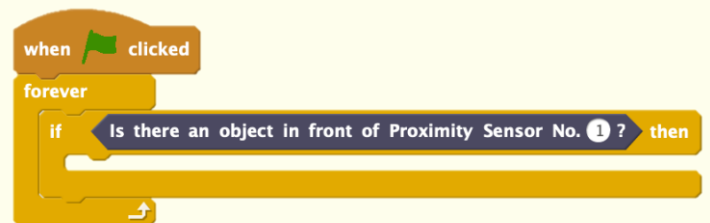
Let's make an automated system to allow vehicles to enter a parking lot.

- If there's a vehicle in front of the proximity sensor, code the DC Motor to go up & pause, then code it to come down after the vehicle enters.

Step 1

Click the green flag, let's create a conditional statement that will determine if there's any vehicle in front of the proximity sensor.

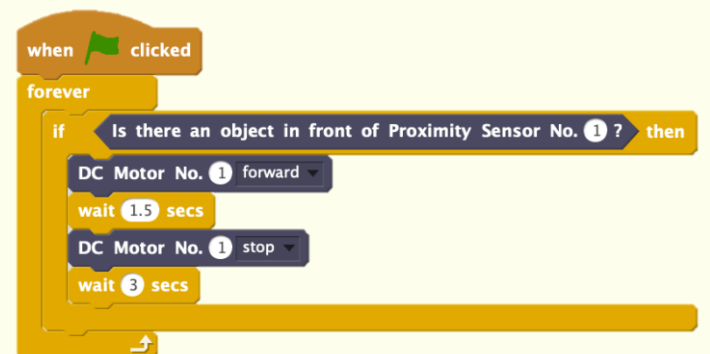
- 1) Only executed if the result of the condition is "True".
- 2) The conditional statement is executed only once, and repetition continues without execution.



Step 2

If the condition is "True", the following occurs.

- 1) Lift the Vehicle Checker and stop for a while to allow the vehicle to pass.



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Go Up, Parking Lot Gate!

● Coding Mission To Do!

Let's make an automated system to allow vehicles to enter a parking lot.

- If there's a vehicle in front of the proximity sensor, code the DC Motor to go up & pause, then code it to come down after the vehicle enters.

Step 3

If the condition is "True", the following occurs.

2) After the vehicle passes, the vehicle checker goes down again.

```
when clicked
  forever
    if Is there an object in front of Proximity Sensor No. 1 ? then
      DC Motor No. 1 forward
      wait 1.5 secs
      DC Motor No. 1 stop
      wait 3 secs
      DC Motor No. 1 backward
      wait 1.5 secs
      DC Motor No. 1 stop
```