

Programming Blocks and Palettes

All the programming blocks that are used for controlling your robot are located in Programming Palettes at the bottom of the Programming interface underneath the Programming Canvas. The Programming blocks are divided into categories according to type and nature, making it easy to find the block you need.

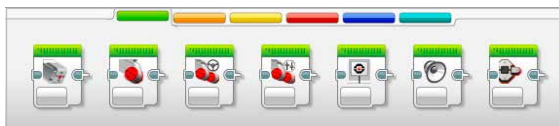
To learn more about the EV3 Programming interface and see how you can get started with your first program, see the **Getting Started** and **Software Overview** videos in the Quick Start section of the Lobby.

You can also find more information about how to program in the EV3 Software Help.

Action Blocks

(In order from left to right)

- + Medium Motor
- + Large Motor
- + Move Steering
- + Move Tank
- + Display
- + Sound
- + Brick Status Light



Flow Blocks

(In order from left to right)

- + Start
- + Wait
- + Loop
- + Switch
- + Loop Interrupt



Sensor Blocks

(In order from left to right)

- + Brick Buttons
- + Color Sensor
- + Infrared Sensor
- + Motor Rotation
- + Timer
- + Touch Sensor

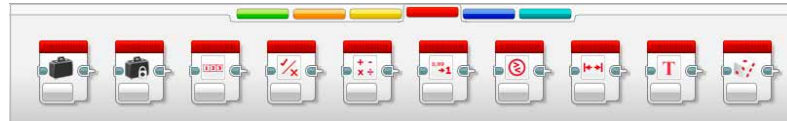


Programming Blocks and Palettes

Data Blocks

(In order from left to right)

- + Variable
- + Constant
- + Array Operations
- + Logic Operations
- + Math
- + Round
- + Compare
- + Range
- + Text
- + Random



Advanced Blocks

(In order from left to right)

- + File Access
- + Messaging
- + Bluetooth Connection
- + Keep Awake
- + Raw Sensor Value
- + Unregulated Motor
- + Invert Motor
- + Stop Program



My Blocks

When you are repeatedly using the same segment of a program in many programs, that is a good time to create a My Block. Once your My Block is created, you can simply insert that single block into future programs within the same project.

