

Sphero Exercises

1. Modify HelloWorldActivity so that, instead of blinking, the Sphero moves forward for about a second and then returns to its starting position.
2. Modify ButtonDriveActivity so that the user can additionally drive the Sphero on bearings of 45, 135, 225 and 315 degrees.
3. Modify ButtonDriveActivity so that the user can change the speed of the Sphero.
4. Modify your new version of HelloWorldActivity so that it finds all available Spheros, connects to them and makes them all start moving in random directions.
4. Modify CollisionsActivity so that the Sphero starts rolling on its own. When it collides with something, it should try to get away. In other words, devise a strategy so that the Sphero continues to roll even if it collides with things.