

La Cognitique

Définitions et métrique pour les sciences cognitives et la cognition automatisée

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```
10: SleepAGN(0.05); break; case
11: if(!SignalIn(NSIStart))
    GoState(6);
    else
12: GoState(20); break; case
13: DemarrerMatchAGN(); // start 90 s timer etc
14: break; case
21: SignalOutAGN(NSOAspirateur, true) ; // start motor vacuum
break; case
22: SignalOutAGN(NSORouleauIN, true) ; // start motor brush
break; case
23 : ApproAGN(HoleNb1, 15); break; case
24: MoveAGN(HoleNb1); break; case
25: MoveAGN(Trans(173,90,-90)); break; case
26: ObserverLigneAGN(NL, NCStart, NCStop) // visual analysis of a row
if (N2Jaune>0) // totems are yellow; balls are white
{PositionTotemDuBalle[1].TypePosition=Totem;
nbTotem = nbTotem+1;}
else
PositionTotemDuBalle[1].TypePosition=Balle;
break; case
```

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