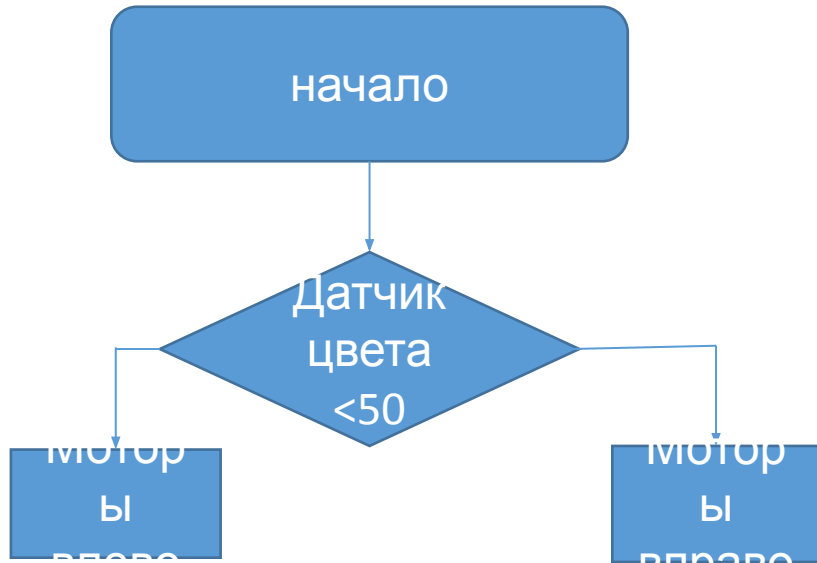


Кубический регулятор

Блок-схема



Программа

The screenshot displays the LEGO MINDSTORMS Education EV3 software interface. The window title is "LEGO MINDSTORMS Education EV3. Программное обеспечение для ученика". The menu bar includes "Файл", "Редактировать", "Инструменты", and "Справка". The active window is titled "Переключатель.ev3* x" and contains a LabVIEW-style block diagram.

The block diagram, labeled "01", consists of the following elements from left to right:

- A green play button icon.
- A yellow block with the number "3".
- An "ADV" (Advance) block with four input fields labeled "a", "b", "c", and "d", each containing the value "0".
- A red block with a "+" sign and two input fields labeled "a" and "b", each containing the value "0".
- A green block with a "B+C" label and a "50" value.
- A red block with a "50" value and a "1" value.
- A red block with an infinity symbol (∞).

Yellow lines connect the "ADV" block to the red block, and the red block to the green block. A large orange loop connects the right side of the diagram back to the left side. At the bottom of the interface, there is a toolbar with various icons and a status bar on the right that says "Модуль не подключен" (Module not connected).