Project 123

DP EDUCATION

Coding School

micro:bit

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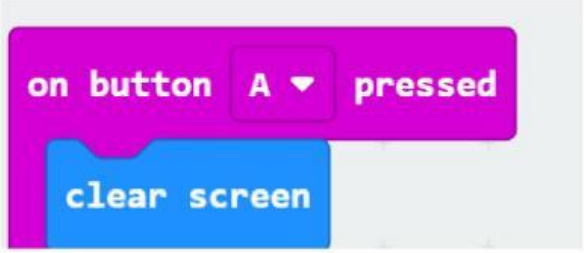
❖ Prepare the following code to make the following happen when button A is clicked.

- The screen should be clear.



- Let's set up two variables. Set the two variables X and Y as 0.

- Give the value assigned to the X variable for the X value of the bulb to be lit and the value assigned to the Y variable for the y value.

- Prepare the code so that the following events occur while the B button is not pressed.

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- Drag a while do block.
- Then drag the Not block under logic.
- Drag the button B is pressed block into the Not block.
- The suffix that goes when the B button is not pressed is done.
- Let's see what happens when the B button is not pressed.
- First, two variables should be set as accelerometerX and accelerometerY and the values of acceleration (mg) X and the value of acceleration (mg) should be assigned in those variables respectively.

- If the value assigned to the accelerometerX variable is greater than 200 and the value of the X variable is less than 4, the bulb corresponding to the value assigned to the X variable for the X value and the value assigned to the Y variable for the y value should be turned off.

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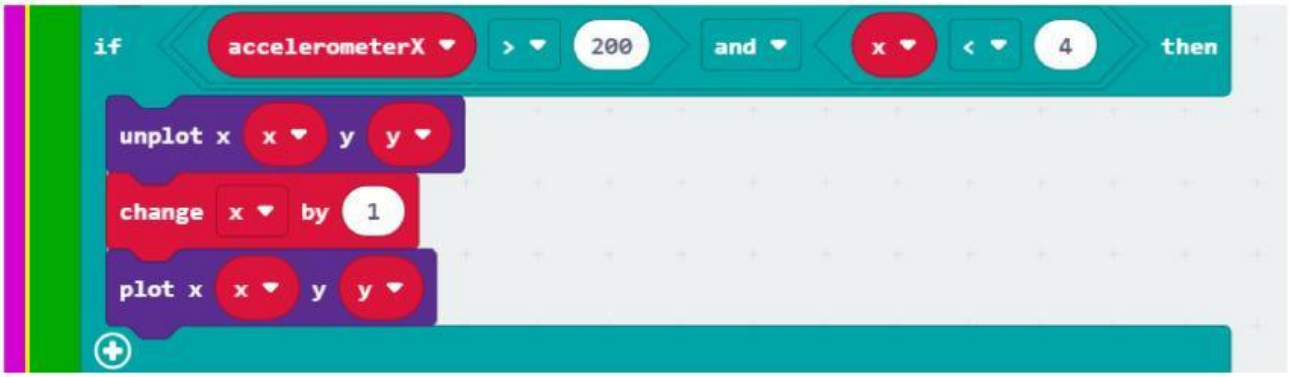
- Then the X variable should change by 1.

- Then for the X value, the value assigned to the X variable at that time and the value assigned to the Y variable for the y value should be lit.



- If the value assigned to the accelerometerX variable is less than -200 and the value of the X variable is greater than 0, the bulb corresponding to the value assigned to the X variable for the X value and the value assigned to the Y variable for the y value should be turned off.

- Then 1 should be subtracted from 0 for the X variable and the resulting value should be received.

- Then for the X value, the value assigned to the X variable at that time and the value assigned to the Y variable for the y value should be lit.

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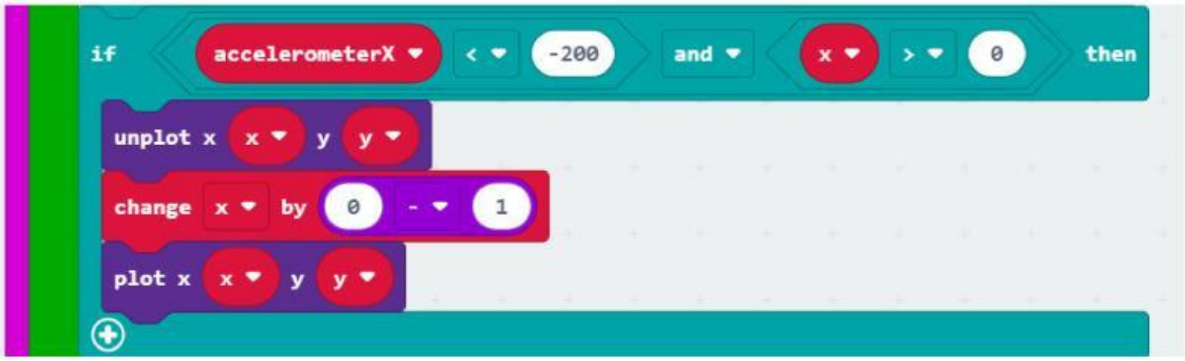
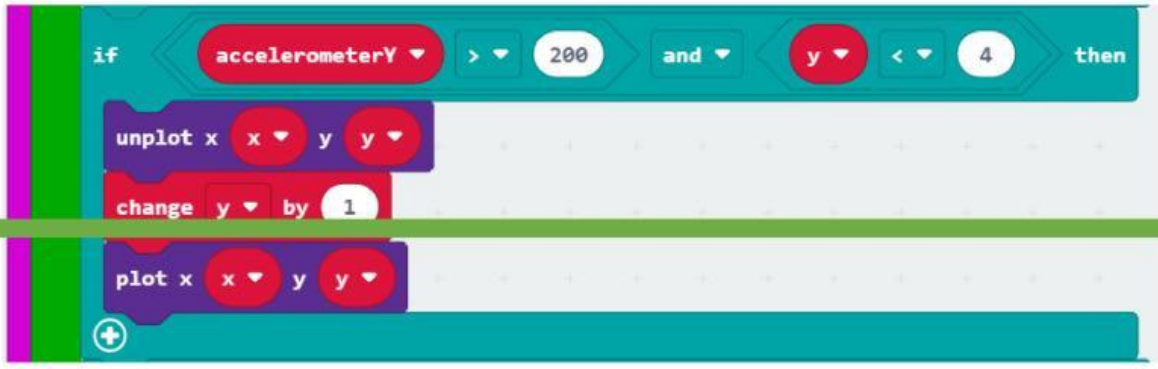


- If the value assigned to the accelerometerY variable is greater than 200 and the value of the Y variable is less than 4, the bulb corresponding to the value assigned to the X variable for the X value and the value assigned to the Y variable for the y value should be turned off.

- Then the X variable should change by 1.

- Then for the X value, the value assigned to the X variable at that time and the value assigned to the Y variable for the y value should be lit.



If the value assigned to the accelerometerY variable is less than -200 and the value of the Y variable is greater than 0, then the bulb corresponding to the value

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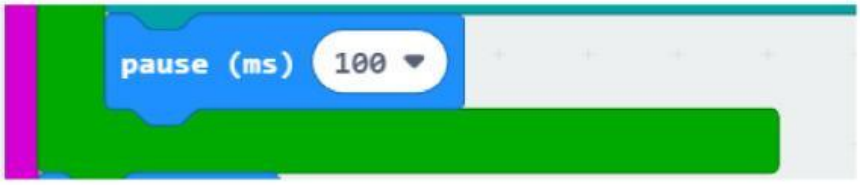
assigned to the X variable for the X value and the value assigned to the Y variable for the y value should be turned off.

- Then for the Y variable, 1 should be subtracted from 0 and the resulting value should be received.

- Then for the X value, the value assigned to the X variable at that time and the value assigned to the Y variable for the y value should be lit.

- After 0.1 seconds the above events should occur.



- Then add the following code to clear the screen.

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