

Project 124



Coding School



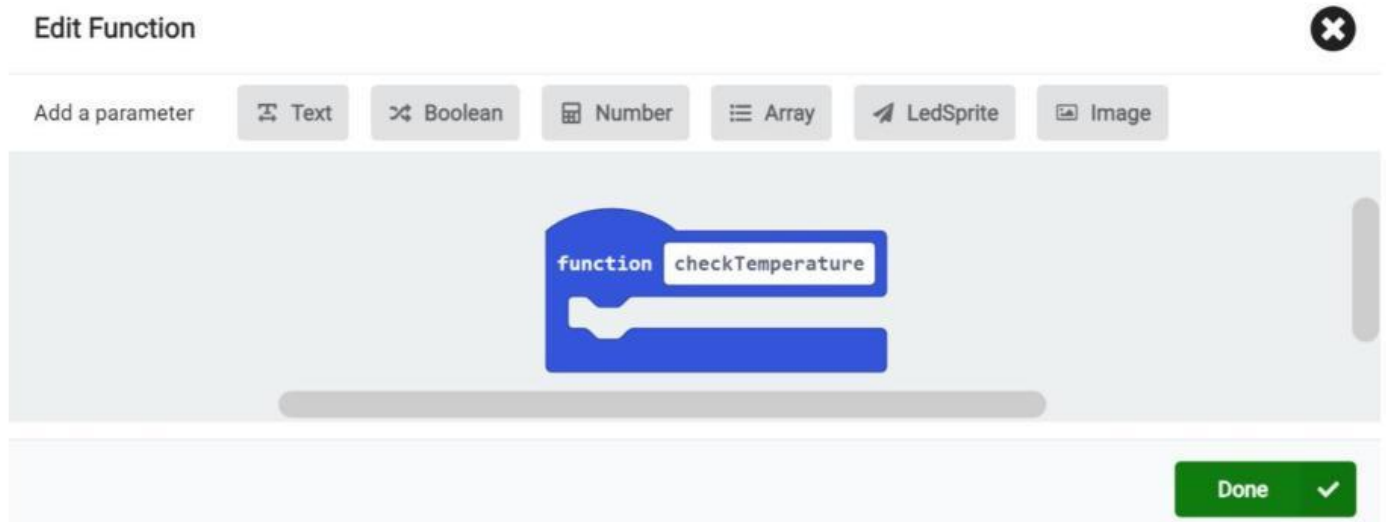
Start here

- ❖ First drag an on start block.
- ❖ Let's prepare a variable in that block.
- ❖ Let's prepare a variable as temperatureThreshold and give its initial value as 20.



- ❖ Let's create a function as follows.

- First click on make function under function tab.
- Then let's create a function as checkTemperature in that function.
- Then click on Done.



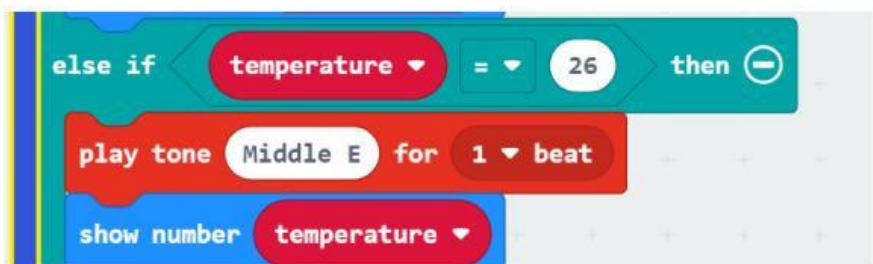
- Set a variable as temperature in the checkTemperature function. Set the temperature in that variable.



- If the value of the temperature is equal to 25, the middle c tone should be play and the value of the temperature should be ahow in the micro bit borad. For that, prepare the code as below.



- If the value of the temperature is equal to 26, the middle E tone should be play and the value of the temperature should be ahow in the micro bit borad. For that, prepare the code as follows.



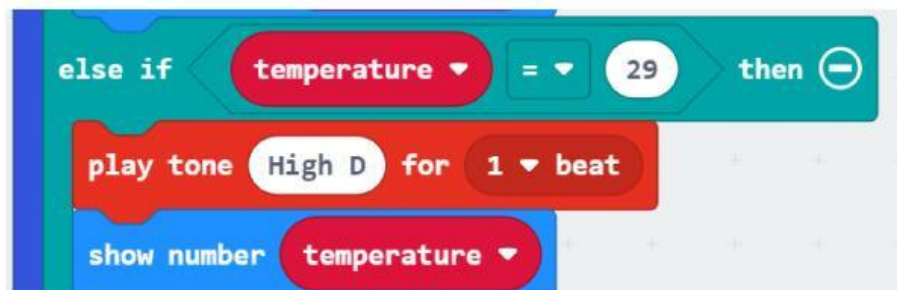
- If the value of the temperature is equal to 27, the middle G tone should be play and the value of the temperature should be ahow in the micro bit borad. For that, prepare the code as follows.



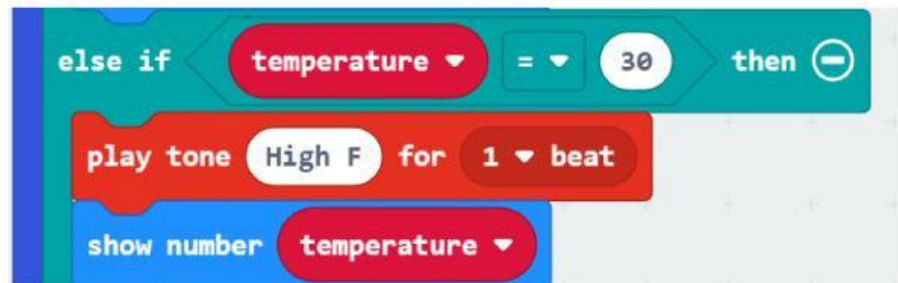
- If the value of the temperature is equal to 28, the middle B tone should be play and the value of the temperature should be ahow in the micro bit borad. For that, prepare the code as follows.



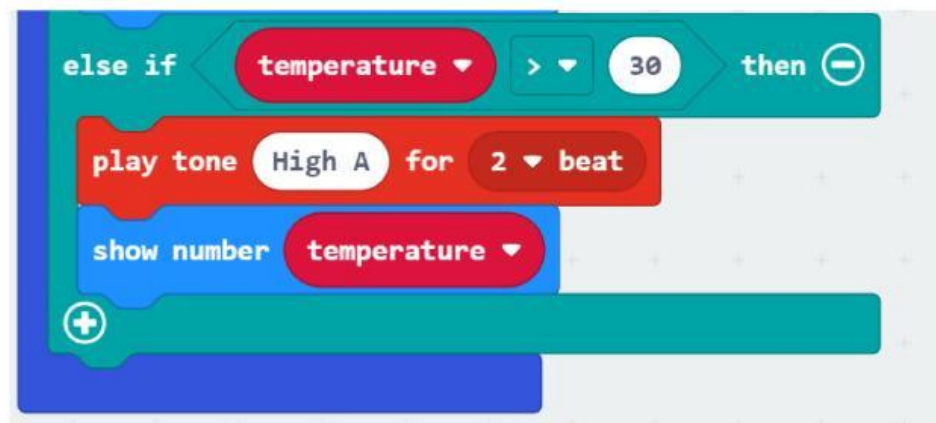
- If the value of the temperature is equal to 29, the High D tone should be played and the value of the temperature should be ahow in the micro bit borad. For that, prepare the code as below.



- If the value of the temperature is equal to 30, the High F tone should be played and the value of the temperature should be shown in the micro bit board. For that, prepare the code as follows.



- If the value of the temperature is more than 30, the High F tone should be played and the value of the temperature should be shown in the micro bit board. For that, prepare the code as below.



- ❖ Let's prepare the code to call the checkTemperature function for two seconds.

