

Project 123



Coding School



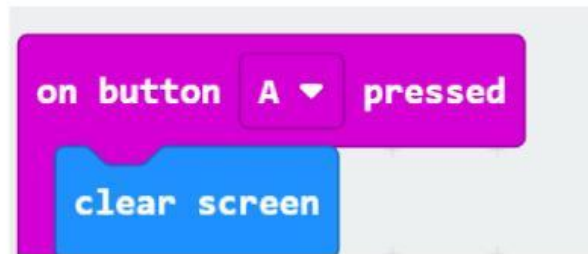
micro:bit



Start here

- ❖ 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.



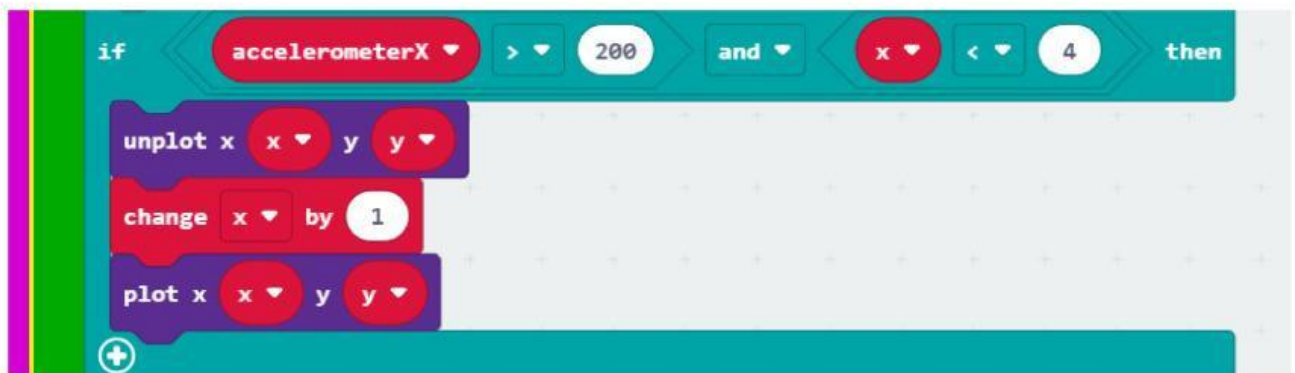
- Prepare the code so that the following events occur while the B button is not pressed.

- 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.

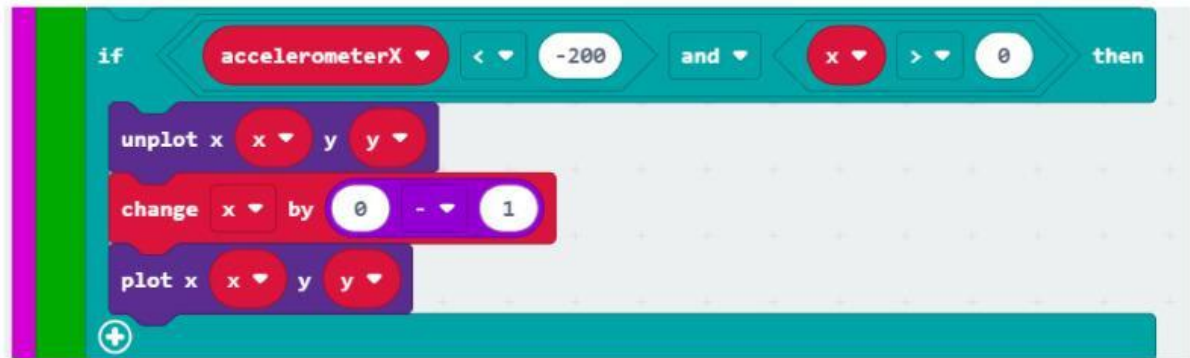


- If the value assigned to the accelerometerX variable is greater than 200 and the value of the X variable is less than 4, the bulb corresponding to the value assigned to the X variable for the X value and the value assigned to the Y variable for the y value should be turned off.

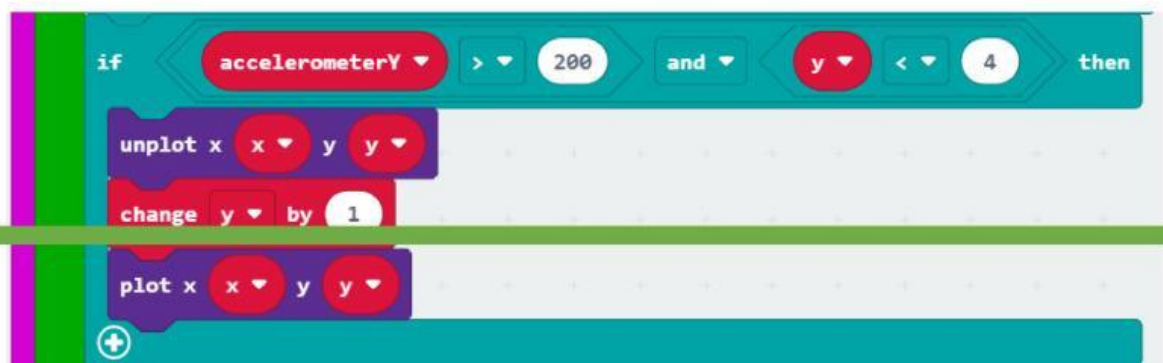
- Then the X variable should change by 1.
- Then for the X value, the value assigned to the X variable at that time and the value assigned to the Y variable for the y value should be lit.



- 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.



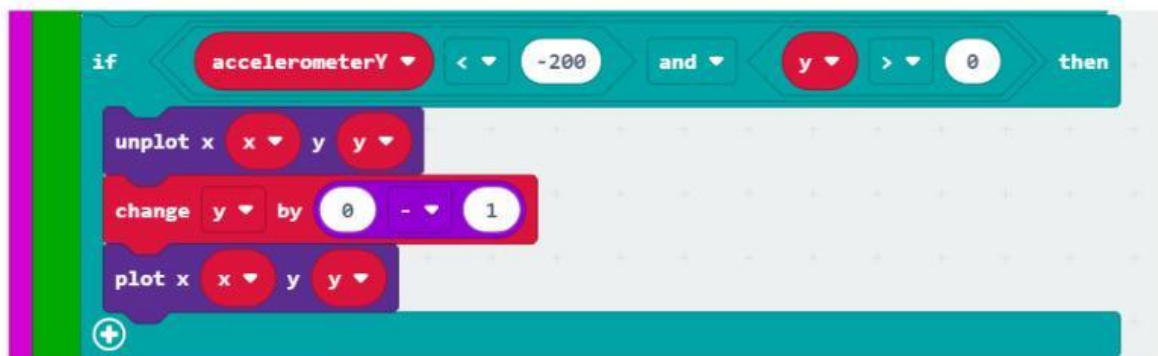
- If the value assigned to the accelerometerY variable is greater than 200 and the value of the Y variable is less than 4, the bulb corresponding to the value assigned to the X variable for the X value and the value assigned to the Y variable for the y value should be turned off.
- Then the X variable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



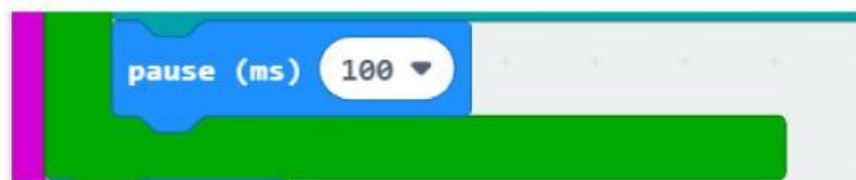
If the value assigned to the accelerometerY variable is less than -200 and the value of the Y variable is greater than 0, then the bulb corresponding to the value

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.

