

Project 132

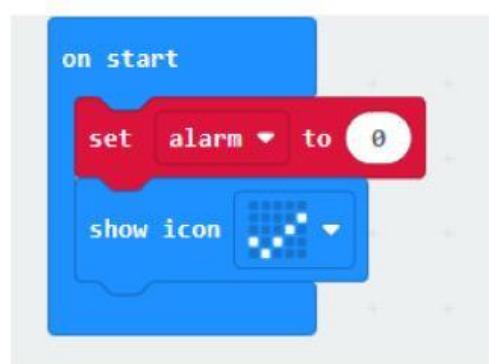


Coding School



➤ Let's create an alarm to play an alarm when the door is opened.

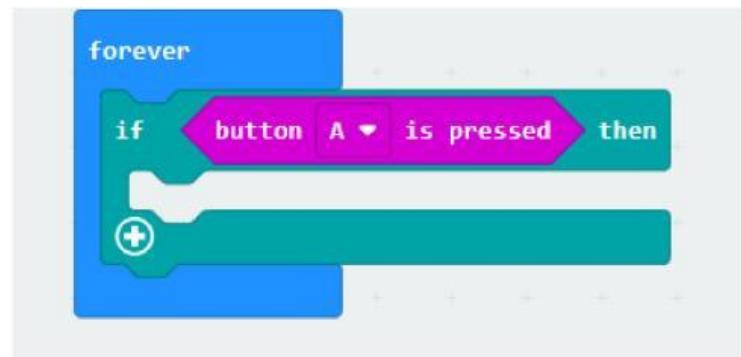
- ❖ First drag an on start block.
- ❖ Now create a variable as alarm.
- ❖ Drag a set alarm to block in the variable into the on start block.
- ❖ Now add a show icon block in Basic below the set alarm to block.
- ❖ Select the correct symbol as the icon.
- ❖ Prepare the code as follows.



- ❖ Drag a forever block in Basic.



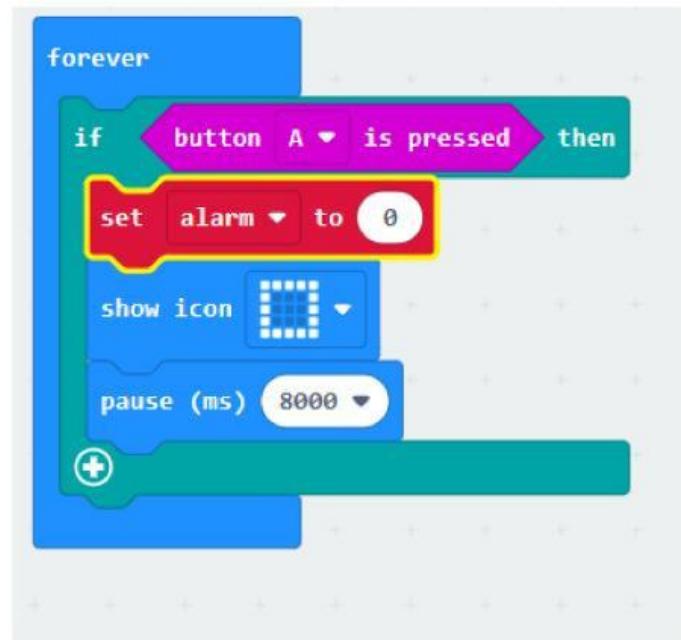
- ❖ Drag an if then block into it.
- ❖ Instead of true, drag a button A is pressed block in the input.



- ❖ Drag a set alarm to block in the variable into the if block.
- ❖ Add a show icon block in Basic under Set alarm to block.



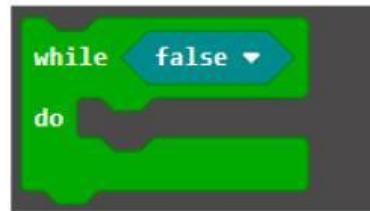
- ❖ Below that is in Basic Add a block
- ❖ Give its value as 8000.
- ❖ Prepare the code as below.



- ❖ Now drag a pressed block on pin P0 in the input.
- ❖ Select P2 in front of its pin.



- ❖ Now add a set alarm to block in the variable.
- ❖ Set its value as 1.
- ❖ Drag a while do block in Loops below the set to block.



- ❖ Drag a block with the same sign in Logic instead of false.
- ❖ Drag the alarm block in the variable instead of the value on the left with the equal sign.
- ❖ Give the right side value as 1 with equal sign.



- ❖ Now drag a play tone block in Music into the while do block.
- ❖ Choose its tone as Middle C for 1 beat.
- ❖ Drag a play tone block again.
- ❖ Select its tone as High C for 1 beat.

- ❖ Below that, drag a show icon block in Basic.
- ❖ Select the cut sign as its icon.
- ❖ Prepare the block as follows.

