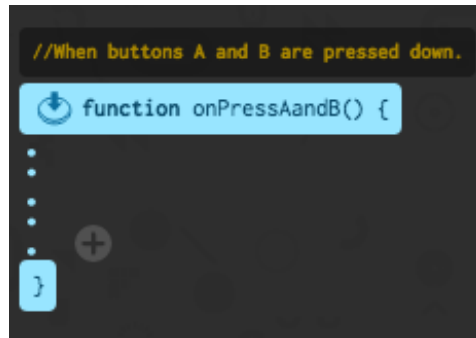


## Step 1: Pressing buttons together

## ✔ Activity Checklist

- ```
// When the BBC micro:bit runs.
```
- ```
function onStart() {
```
- ```
    microbit.draw();
```
- ```
}
```

☐ A rating shouldn't be shown until **both buttons are pressed**. Add a new `onPressAandB` event to your project.



- ☐ Add code to show a question mark for 1 second, to build the suspense before giving the friends their rating.



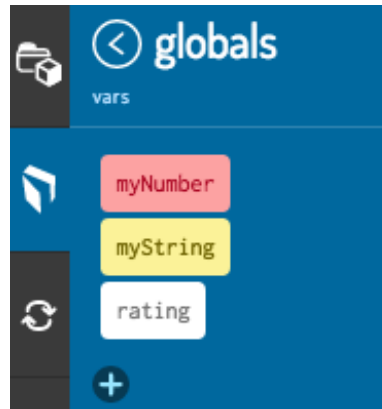
- ☐ Test our your code. When you press buttons **A and B together**, a question mark should flash onto the screen.

## Step 2: Displaying a rating

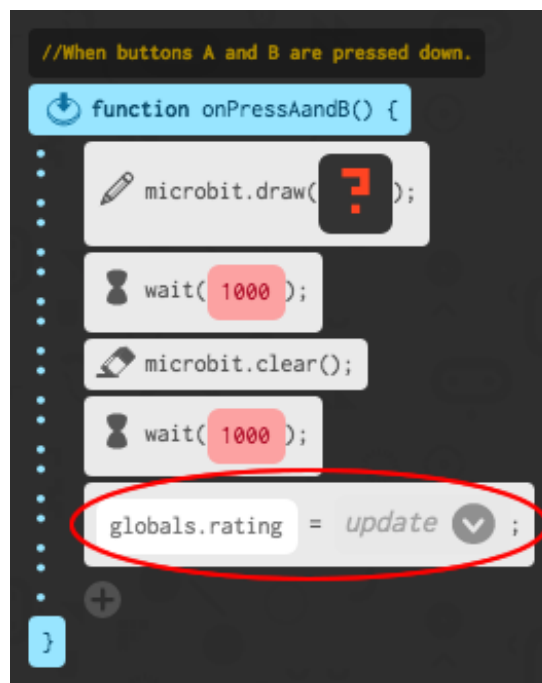
Show a friendship rating on the screen.

### ✓ Activity Checklist

- ☐ Click the 'Globals' library, and create a new variable called `rating`.



- ☐ Drag your variable to the end of your `onPressAandB` code.



- ☐ Click the 'Random' library, and use the random block to set the rating to a random number between 0 and 100.



- ☐ Add code to `say` the rating to the screen.



- ☐ Finally, after a delay, display the instructions again.



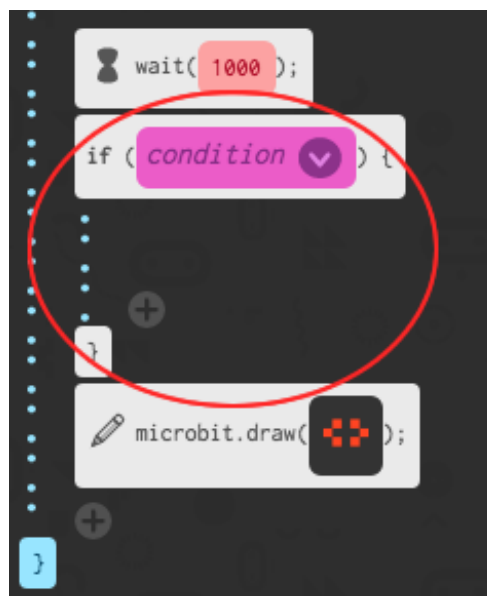
- ☐ Test your code. Now, if you press buttons A and B together, a random rating should be displayed.

## Step 3: Best mates

Let's display a heart when 2 friends have a high rating.

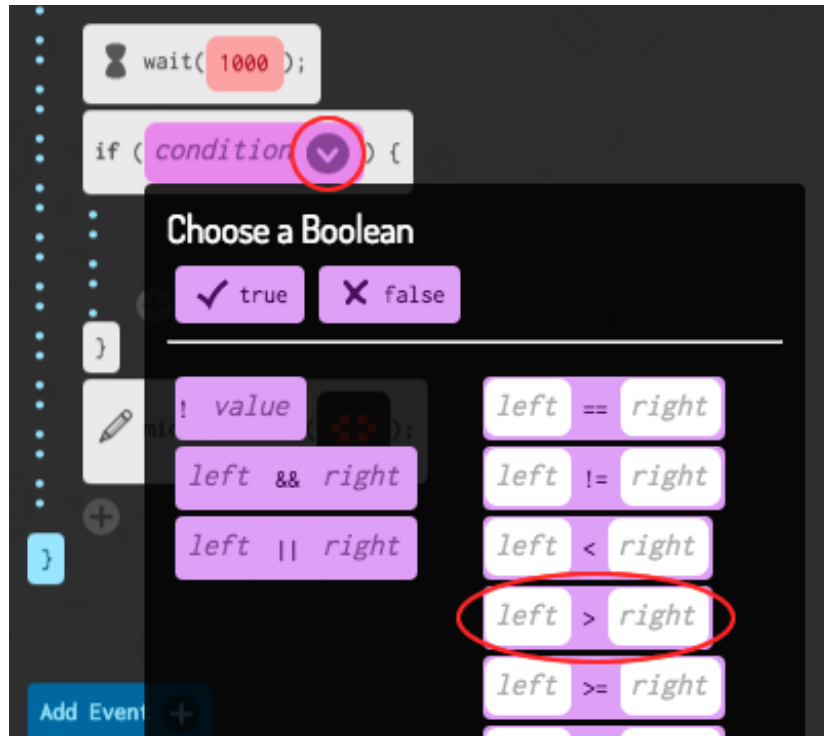
### ✓ Activity Checklist

- ☐ Add an `if` block to your code, just before the instructions are shown.

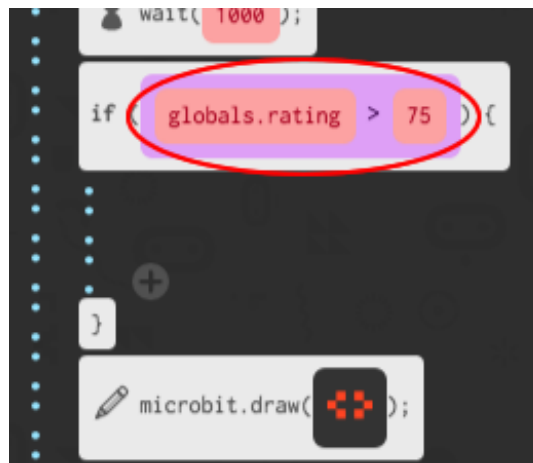


- ☐ You want to display a heart if the rating is high (say over 75). To do this,

click the down arrow in your `if` block.

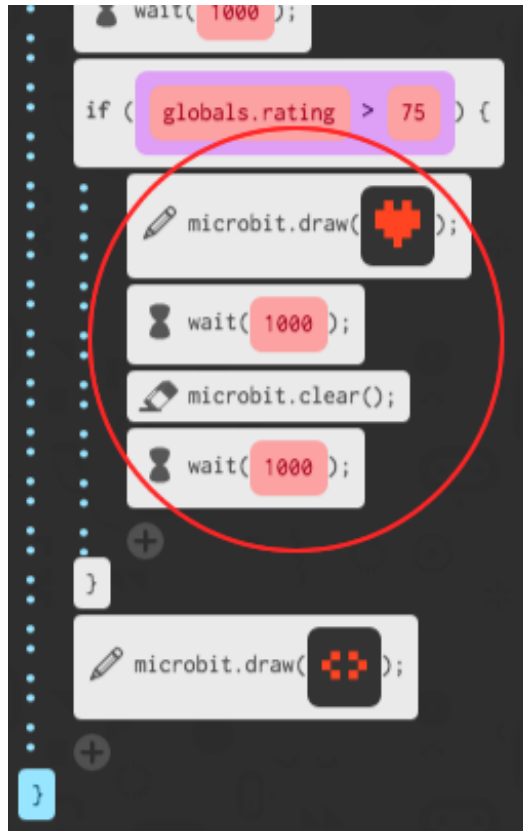


- ☐ Drag your `rating` variable into the left side of your `if` block, and add the number `75` to the right side.



Any code inside this `if` block will run if the rating is over 75.

- ☐ Show a heart image on the screen for 1 second if the rating is over 75.



- ☐ Test your code. Does an image of a heart show if the rating is over 75? You might have to try a few times to test it!

## Challenge: Low rating

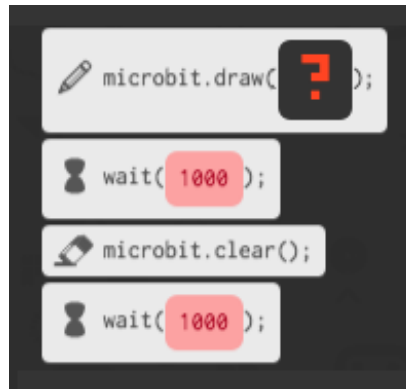
Can you display a cross or a sad face for a rating under 25?

## Step 4: Adding an animation

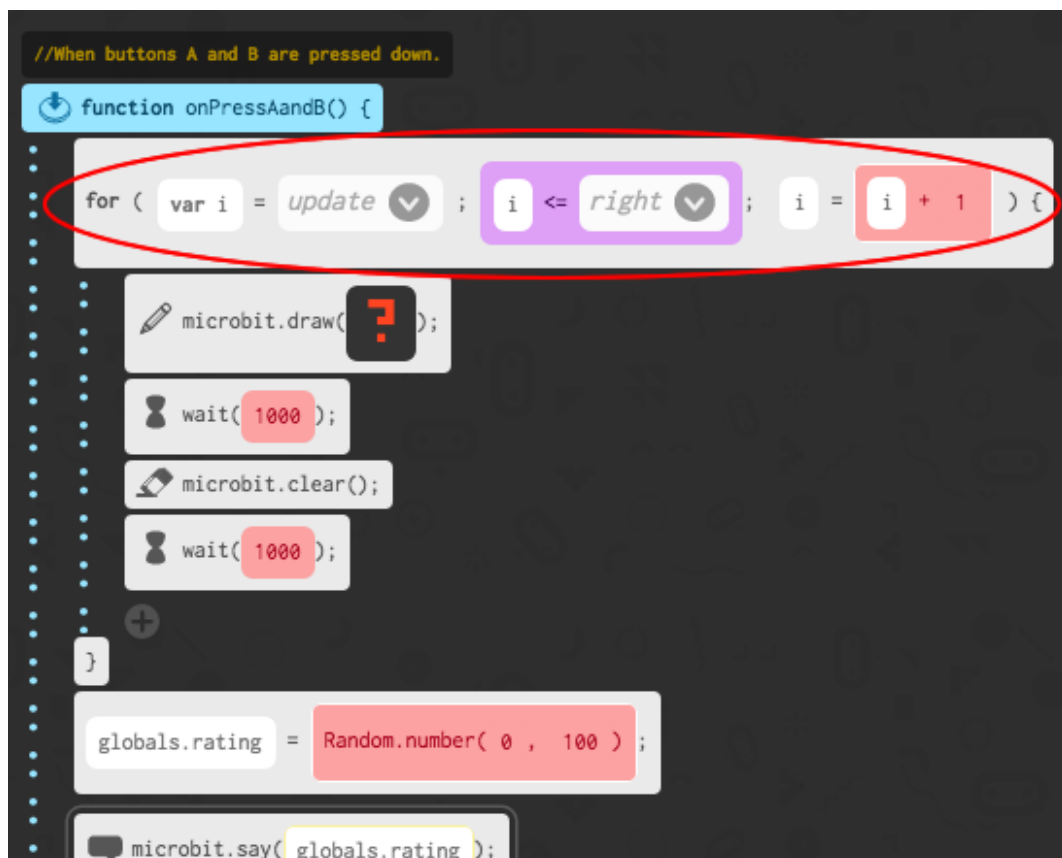
Let's display short animations in your program.

### ✓ Activity Checklist

- ☐ Here's the code for displaying a question mark for 1 second before clearing the screen:



- ☐ To make this question mark flash 5 times, you'll need to put this code inside a `for` loop.



- ☐ Finally, you just need to tell the `for` loop to start at `1`, and count up to `5`. This will make the code repeat 5 times.



```
function onPressAandB() {  
  for ( var i = 1 ; i <= 5 ; i = i + 1 ) {  
    microbit.draw( ? );  
  }  
}
```

## Challenge: More animations

Can you make your other images flash on the screen?