

Welcome to the labs!



Tamagotchi! - Micro:bits

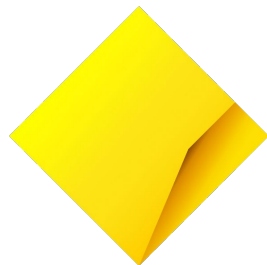


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Who are the tutors?



















Who are you?



Get to know you BINGO

Grab a printed BINGO sheet & pen

- Read each square
- Find a new friend who can complete any of the squares
- Write their name in the square - you can only put their name in ONE box!
- TUTORS TOO!

Has been thrift shopping 	Grows plants at home 	Enjoys eating spicy food 	First time at GPN 
Writes a diary or journal 	Was born in the same month as you 	Has a fish as a pet 	Has played pokemon 
Has the same favourite ice cream flavour as you 	Enjoys the beach 	Has done archery 	Has made their own bread 
Is a fan of Kpop 	Enjoys getting or creating nail art 	Has been to Tasmania 	Whose first name starts with the same letter as your first name 

[Link for printing BINGO sheet](#)



Log on

Log on and jump on the GPN website

girlsprogramming.network/workshop

Click on your location

Melbourne

Perth

Brisbane

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Canberra

Adelaide



Tell us you're here!

Click on the
Start of Day Survey
and fill it in now!

Start of Day
survey



Log on

Click on your Room picture

You can see:

- A link to the **Workbook**
- These **Slides** (to take a look back on or go on ahead)
- Other helpful bits like a Cheatsheet to help you code



Using the workbook!

The workbooks will help you put your project together!

Each **Part** of the workbook is made of tasks!

Tasks - The parts of your project

Follow the tasks **in order** to make the project!

Hints - Helpers for your tasks!

Stuck on a task, we might have given you a hint to help you **figure it out!**

The hints have **unrelated** examples, or tips. **Don't copy and paste** in the code, you'll end up with something **CRAZY!**

Task 6.2: Add a blah to your code!

This has instructions on how to do a part of the project

1. **Start by doing this part**
2. **Then you can do this part**

Task 6.1: Make the thing do blah!

Make your project do blah

Hint

A clue, an example or some extra information to help you **figure out** the answer.

```
print('This example is not part of the project' )
```



Using the workbook!

The workbooks will help you put your project together!

Check off before you move on from a **Part!** Do some bonuses while you wait!

Checklist - Am I done yet?

Make sure you can tick off every box in this section before you go to the next Part.

Lecture Markers

This tells you you'll find out how to do things for this section during the names lecture.

Bonus Activities

Stuck waiting at a lecture marker? Try a purple bonus. They add extra functionality to your project along the way.



CHECKPOINT



If you can tick all of these off you're ready to move the next part!

- ☐ Your program does blah
- ☐ Your program does blob



★ BONUS 4.3: Do something extra!

Something to try if you have spare time before the next lecture!



Today's project!

Tamagotchi - Micro:Bit



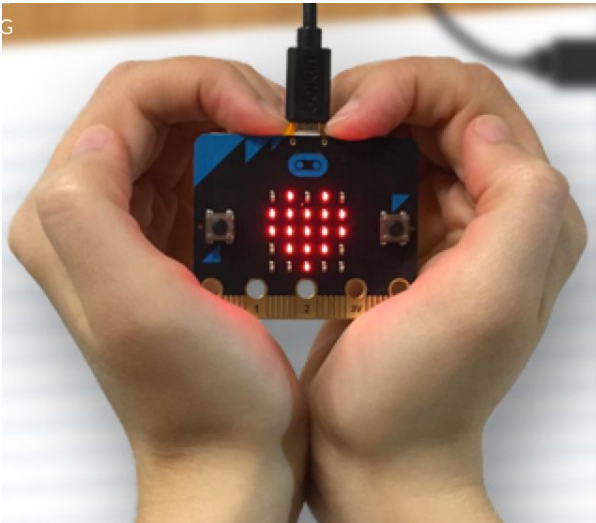
Tamagotchi

- You're going to make your own Tamagotchi electronic pet using a micro:bit
- Tamagotchi pets were a worldwide fad created in Japan in 1996
- Give your pet a name and write some code to feed it, play with it and let it sleep
- **Don't let it get hungry, bored or sleepy!**
- **Keep it alive, watch it grow and change**



Tamagotchi

Sadly you can't keep them at the end of the day. 😞



If you want one for home (maybe for christmas or your birthday!) they're about \$25 .

Find out where to buy them here:
<https://microbit.org/>

Intro to Micro:Bit

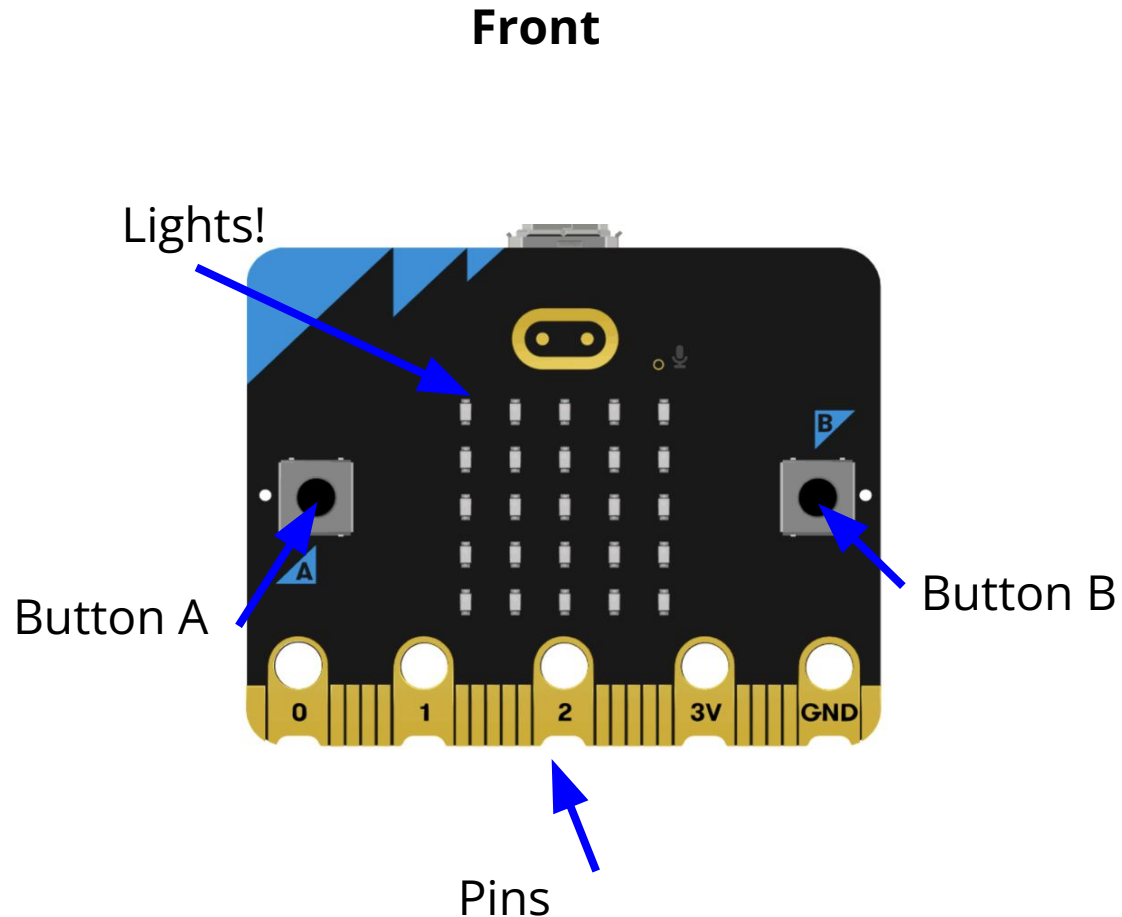


What is a Micro:Bit?

Buttons: We can press these and tell the Micro:Bit to do different things

Lights: We can turn each light on or off to make different images

Pins: These let us connect the Micro:Bit to other devices using wires



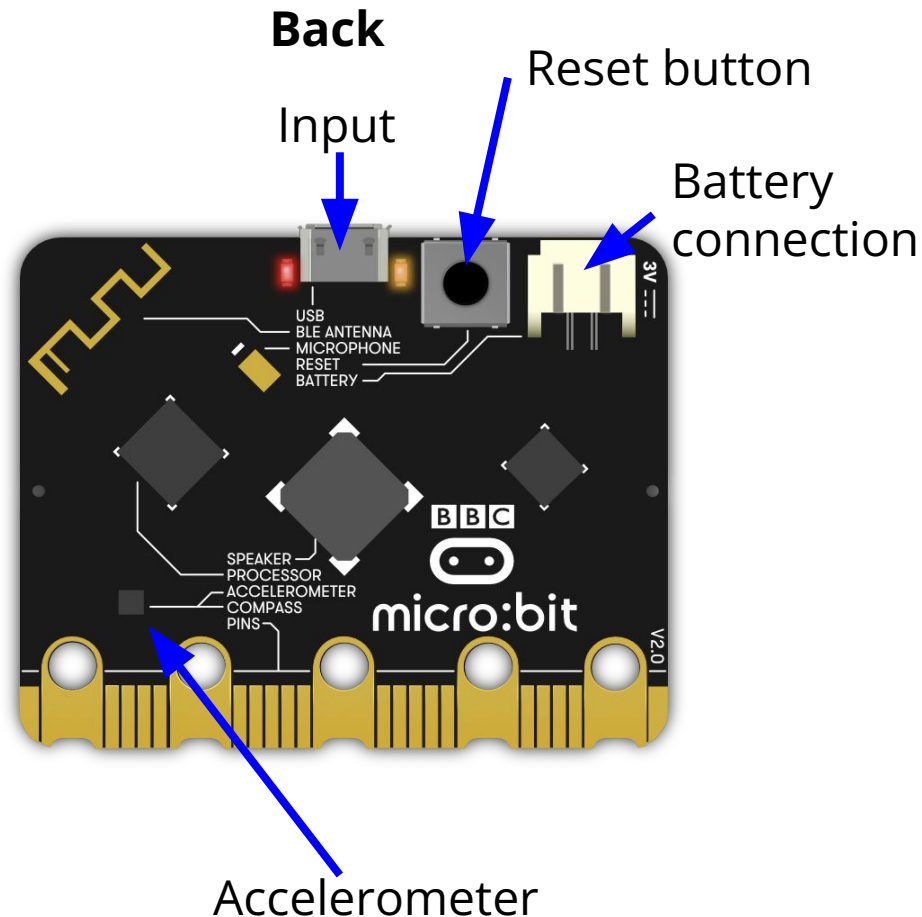
What is a Micro:Bit?

Input: Where we connect the cable from the computer to transfer our code/power to our Micro:Bit

Reset button: Let's you stop your code and starts it again

Battery connection: You can use your micro:bit even when it is not plugged into your computer! Ask you tutor for a battery pack if you need one.

Accelerometer: The Micro:bit can tell us when it is **accelerated** - so it knows when we shake it!



Using python.microbit.org

Today we will be using **python.microbit.org** to program our Micro:Bits.

Go to python.microbit.org

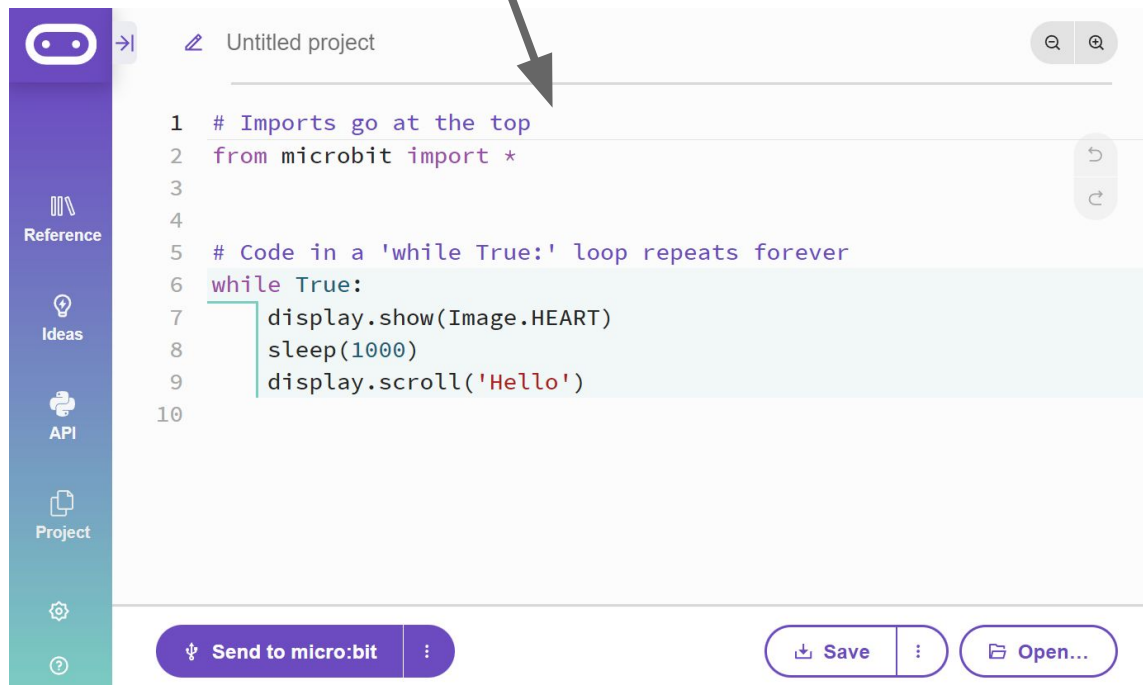


You should see this page pop up!

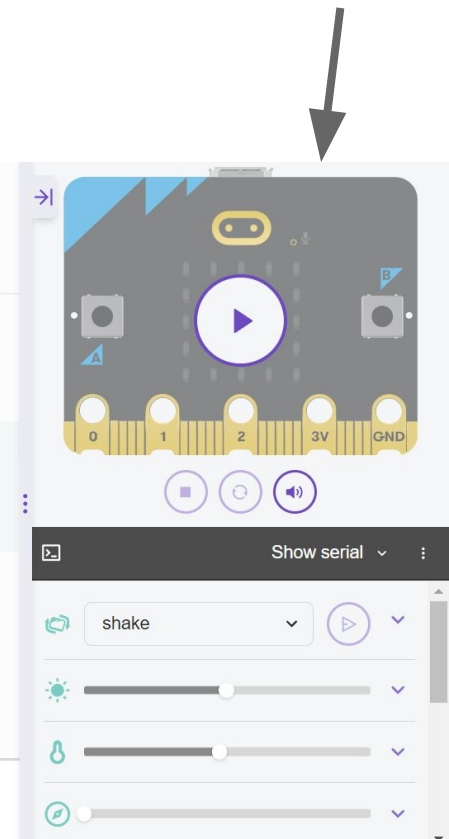


python.microbit.org

This is where we code



This is the simulator where we test our code



How do we write code for it?

Micro:Bits use **Python**, which is the programming language that we usually teach here at GPN!

Always make sure this line is at the top of your code!

```
from microbit import *
```

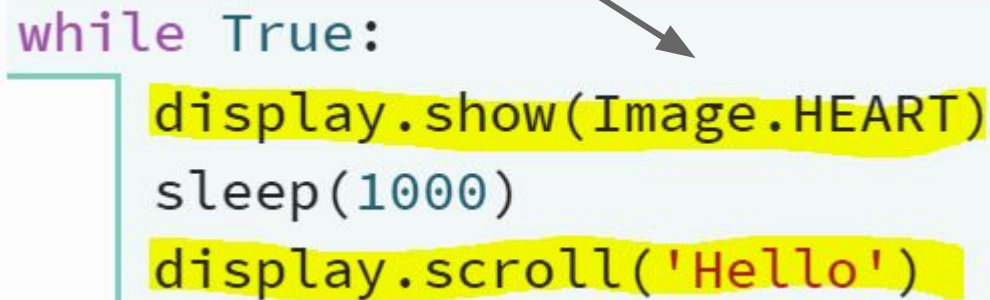
This lets us use lights, sounds, buttons and lots of other cool in our Python code for the Micro:Bit



The Display

Your Micro:Bit has a 5 x 5 display grid of little red LEDs on the front!
You can do some cool stuff with the display like:

Show an image, like a heart!



```
while True:  
    display.show(Image.HEART)  
    sleep(1000)  
    display.scroll('Hello')
```

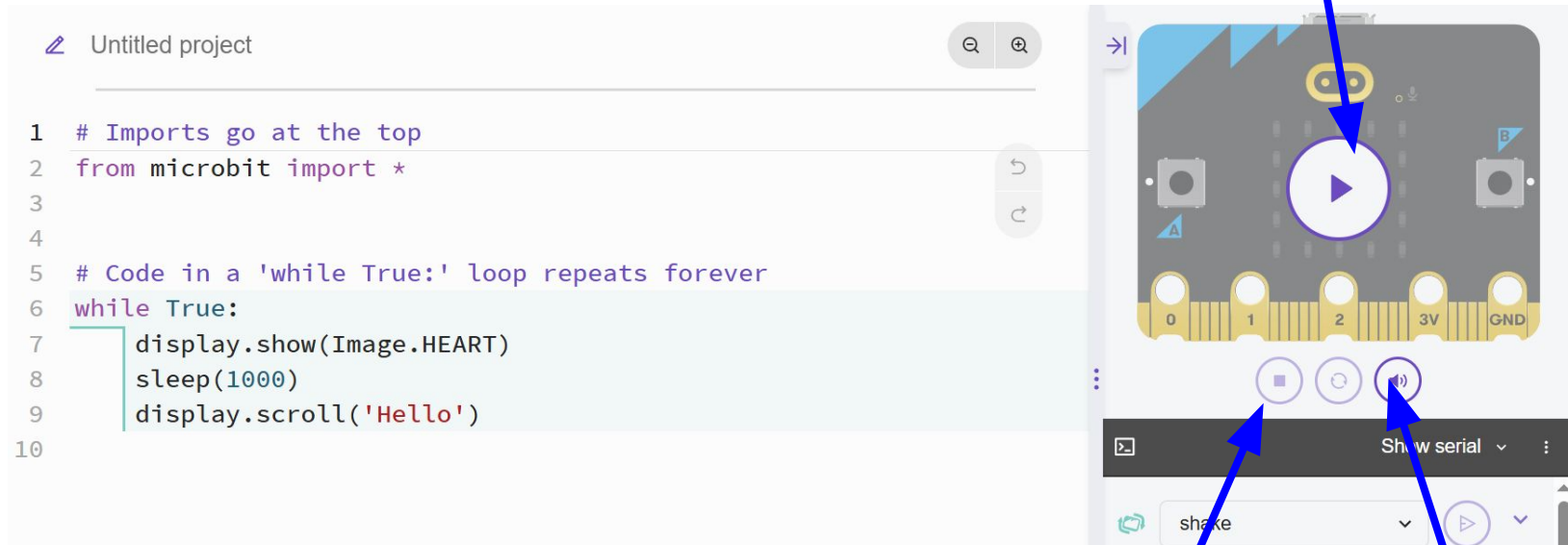
The code is shown in a light blue box. The first line is 'while True:'. The next three lines are indented and highlighted in yellow: 'display.show(Image.HEART)', 'sleep(1000)', and 'display.scroll('Hello')'. An arrow points from the text 'Show an image, like a heart!' to the 'Image.HEART' part of the code. Another arrow points from the text 'Scroll a word across the display, like 'Hello'' to the 'Hello' part of the code.

Scroll a word across the display, like 'Hello'

This code is in your **python.makecode.org** coding space - have a look
It's indented in a while loop - so it will repeat forever

Using the Simulator

- **Click the arrow on the Simulator to run the code**
- A heart is displayed for 1 second and then 'Hello'



We can run our code on the Simulator or the real micro:bit!

Stop, Restart, Simulator settings are underneath

Stop

Restart



Connect the Micro:Bit

- Tutors will hand out the micro:bits & cables
- Connect the small end of the cable to the top of micro:bit
- Connect the other end to computer USB port
- New micro:bits will play a “Meet the Microbit” program for you to follow:
 - Push the buttons
 - Shake
 - Tilt to catch flashing LED
 - Clap a few times
- The tutors will help you

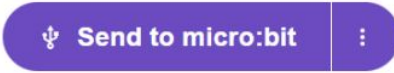


Run the code on the Micro:Bit (Chrome/Edge)

It's fun to mess around with the Micro:Bit on the simulator.
Now let's see your code on a Micro:Bit in real life!



Run your code on your Micro:Bit like this

1. Make sure your Micro:Bit is plugged into your computer
2. Click  bottom left
3. Follow the prompts
4. Choose your micro:bit and click CONNECT
5. **Wait for the red light** on the back of your micro:bit to stop flashing
6. Your code should be running on the micro:bit!

You should see a HEART displayed for 1 second and then HELLO


Want your code to start again? Press black **“reset”** button on the back



Run the code on the Micro:Bit (other browser)

This is for if you don't have the Chrome or Edge browser (eg Safari)

Run your code on your Micro:Bit like this

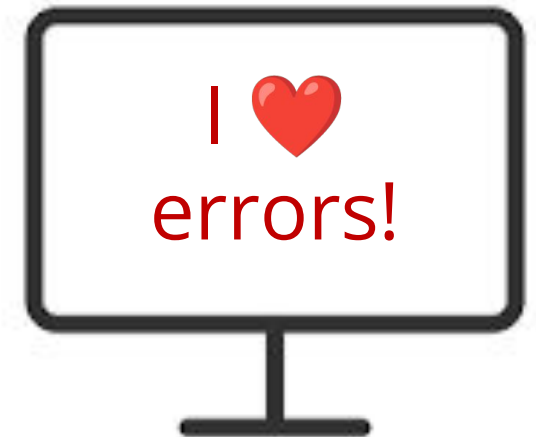
1. Make sure your Micro:Bit is plugged into your computer
2. Click  bottom left
3. Click Close when you get a popup
4. Name your project and click Confirm and Save
5. Follow the instructions on the popup (drag the file from your downloads folder to the MICROBIT device)
6. **Wait for the red light** on the back of your micro:bit to stop flashing
7. Your code should be running on the micro:bit!

You should see a HEART displayed for 1 second and then HELLO
Want your code to start again? Press black **“reset”** button on the back



Mistakes are Great! Errors on the Micro:bit!

- Programmers make A LOT of errors!
- Error messages give us hints on how to fix the problem
- Mistakes don't break computers!
- Lots of unexpected words on the micro:bit is an error message
- Run on the simulator to see it better



  line 19 NameError: name 'junge'



  line 20 IndentationError: unde

We can learn from our mistakes!



1. Where the error is

2. What went wrong

- In your code - red dot at the start of the line
- Put the cursor over than line of code to get a hint



Project Time!

Let's use our MicroBit!
Try Parts 0 & 1 of your Workbook!

The tutors will be around to help!



PUT Intro to workbook here



While Loops



Loops



We know how to do things on repeat!

Sometimes we want to do some code on repeat!

Introducing ... while loops!

What do you think this does?

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

Introducing ... while loops!

What do you think this does?

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
```

```
i is 1
```

```
i is 2
```

```
>>>
```



Introducing ... while loops!

Stepping through a while loop...



Introducing ... while loops!

One step at a time!

```
◆ i = 0  
  while i < 3:  
    print("i is " + str(i))  
    i = i + 1
```

MY VARIABLES

i = 0

Set the
variable



Introducing ... while loops!

One step at a time!

0 is less
than 3!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

MY VARIABLES

i = 0



Introducing ... while loops!

One step at a time!

Print!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

i is 0

MY VARIABLES


i = 0



Introducing ... while loops!

One step at a time!

```
i = 0
while i < 3:
    print("i is " + str(i))
    ◆ i = i + 1
```



MY VARIABLES

```
i = 0
i = 1
```

UPDATE
TIME!

```
i is 0
```



Introducing ... while loops!

One step at a time!

Take it
from the
top!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
```

MY VARIABLES

```
i = 0
i = 1
```



Introducing ... while loops!

One step at a time!

i is less
than 3!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

MY VARIABLES

```
i = 0
i = 1
```

```
i is 0
```



Introducing ... while loops!

One step at a time!

Print!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
i is 1
```

MY VARIABLES


```
i = 0
i = 1
```



Introducing ... while loops!

One step at a time!

```
i = 0
while i < 3:
    print("i is " + str(i))
    ◆ i = i + 1
```



MY VARIABLES

```
i = 0
i = 1
i = 2
```

UPDATE
TIME!

```
i is 0
i is 1
```



Introducing ... while loops!

One step at a time!

Take it
from the
top!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
i is 1
```

MY VARIABLES

```
i = 0
i = 1
i = 2
```



Introducing ... while loops!

One step at a time!

2 is less
than 3!

```
◆ i = 0
  while i < 3:
    print("i is " + str(i))
    i = i + 1
```

MY VARIABLES

```
i = 0
i = 1
i = 2
```

```
i is 0
```

```
i is 1
```



Introducing ... while loops!

One step at a time!

Print!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
i is 1
i is 2
```

MY VARIABLES


```
i = 0
i = 1
i = 2
```



Introducing ... while loops!

One step at a time!

```
i = 0
while i < 3:
    print("i is " + str(i))
    ◆ i = i + 1
```



MY VARIABLES

```
i = 0
i = 1
i = 2
i = 3
```

UPDATE
TIME!

```
i is 0
i is 1
i is 2
```



Introducing ... while loops!

One step at a time!

Take it
from the
top!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

```
i is 0
i is 1
i is 2
```

MY VARIABLES

```
i = 0
i = 1
i = 2
i = 3
```



Introducing ... while loops!

One step at a time!

3 IS NOT
less than
3!

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

We are
done
with this
loop!

```
i is 0
i is 1
i is 2
```

MY VARIABLES

```
i = 0
i = 1
i = 2
i = 3
```



Introducing ... while loops!

Initialise the loop variable

Loop condition

```
i = 0
while i < 3:
    print("i is " + str(i))
    i = i + 1
```

Code to repeat

Update the loop variable



What happens when.....

What happens if we forget to update the loop variable?

```
i = 0
while i < 3:
    print("i is " + str(i))
```



What happens when.....

What happens if we forget to update the loop variable?

```
i = 0
while i < 3:
    print("i is " + str(i))
```

i	is	0	
i	is	0	
i	is	0	
i	is	0	
i	is	0	
i	is	0	
i	is	0	
i	is	0	
i	is	0	
i	is	0	
i	is	0	
i	is	0	
ing Netw	i	is	0
i	i	is	0

Infinite loop!

Sometimes we want our loop to go forever!

So we set a condition that is always True!

We can even just write True!

```
while True:  
    print("Are we there yet?")
```



Give me a break!

But what if I wanna get out of a loop early?
That's when we use the **break** keyword!

```
number = 0
while number != 42 :
    number = input("Guess a number: ")

    if number == "I give up":
        print("The number was 42")
        break

    number = int(number)
```



Continuing on

How about if I wanna skip the rest of the loop body and loop again? We use `continue` for that!

```
number = 0
while number != 42 :
    number = input("Guess a number: ")

    if not number.isnumeric():
        print("That's not a number!")
        print("Try again")
        continue

    number = int(number)
```



Micro:Bit Instructions



Scroll... Scroll... Scroll... on the micro:bit

Words are too big to display within a 5x5 grid of lights.

Remember we can display words with **display.scroll()**.

```
display.scroll('Hello World')
```

Sometimes the text scrolls across too slowly - you can speed it up with **delay**.

```
display.scroll('Hello World', delay=100)
```

A smaller delay (eg 100 results in faster scrolling).

The default speed is 150!

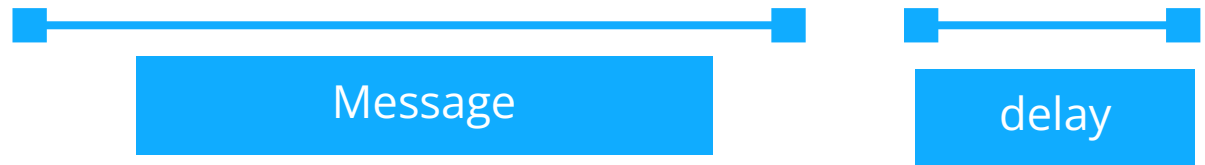


Multiple Instructions

What happens if we want to change the speed **AND** join variables with strings?

This is how you would do it! :)

```
win_count = 3  
display.scroll('Wins: ' + str(win_count), delay=75)
```



See that we need to use **str()** to convert the number `win_count` to a string before we can join it (+) with the the other string!



Sleep... zzz! ... on the micro:bit

Computers are really fast, sometimes our program moves too quickly to enjoy it!

For example:

```
display.show(Image.HAPPY)
sleep(1000)
display.show(Image.SAD)
sleep(1000)
display.show(Image.CONFUSED)
sleep(1000)
```

Without a sleep, the computer will run through the code so quickly, and we will only see a CONFUSED face.

We can slow it down by using **sleep()**

Sleep is done in milliseconds (so the number of seconds x 1000)



Micro:Bit Inputs



Buttons!

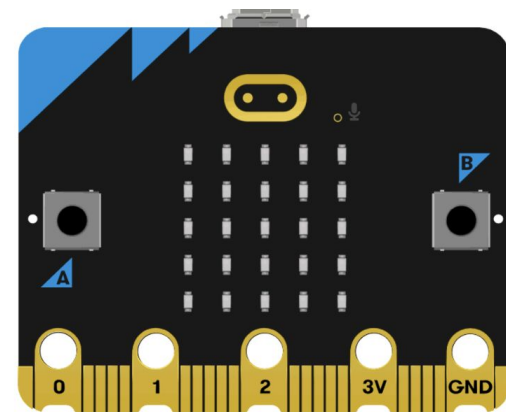
Your Micro:Bit has 2 buttons: Button A and Button B

You can use this code to check if a button is pressed:

```
if button_a.was_pressed():
```

```
    If button_b.was_pressed():
```

The statement will be **TRUE** if the button is being pressed at that time and it will be **FALSE** if it is *not* being pressed



Buttons!

What do you think this code does?

```
if button_a.is_pressed():  
    display.show(Image.HAPPY)  
  
if button_b.is_pressed():  
    display.show(Image.SAD)
```

If **button a** is pressed when the Micro:Bit gets to this line of code then what happens?

If **button b** is pressed when the Micro:Bit gets to this line of code then what happens

What do you think happens if *both* button a AND button b are being pressed?



Buttons!

What do you think this code does?

```
if button_a.is_pressed():  
    display.show(Image.HAPPY)  
  
if button_b.is_pressed():  
    display.show(Image.SAD)
```

If **button a** is pressed when the Micro:Bit gets to this line of code then what happens?

The Micro:Bit shows a Happy face

If **button b** is pressed when the Micro:Bit gets to this line of code then what happens

What do you think happens if *both* button a AND button b are being pressed?



Buttons!

What do you think this code does?

```
if button_a.is_pressed():  
    display.show(Image.HAPPY)  
  
if button_b.is_pressed():  
    display.show(Image.SAD)
```

If **button a** is pressed when the Micro:Bit gets to this line of code then what happens?

The Micro:Bit shows a Happy face

If **button b** is pressed when the Micro:Bit gets to this line of code then what happens

The Micro:Bit shows a Sad face

What do you think happens if *both* button a AND button b are being pressed?

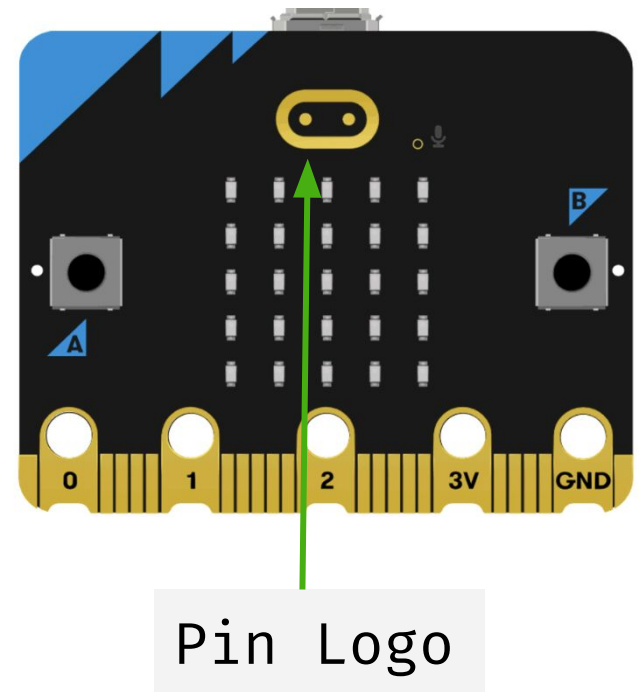


Pin Logo!

Your Micro:Bit has touch sensitive pin logo at the top of the Micro:bit.

You can use this code to check if the pin logo is being touched.

```
if pin_logo.is_touched():
```



Running Time

Sometimes you want to time things. Like, for example, if you wanted to put a time limit on a game and see how many points you can get in **30 seconds!**

To figure out how long the Micro:Bit program has been running (in milliseconds) you can use this command:

```
time = running_time()
```

What would `running_time()` be after 4 seconds?

What about after **10 and a half** seconds?

Running Time

Sometimes you want to time things. Like, for example, if you wanted to put a time limit on a game and see how many points you can get in **30 seconds!**

To figure out how long the Micro:Bit program has been running (in milliseconds) you can use this command:

```
time = running_time()
```

What would `running_time()` be after 4 seconds?

4000

What about after **10 and a half** seconds?



Running Time

Sometimes you want to time things. Like, for example, if you wanted to put a time limit on a game and see how many points you can get in **30 seconds!**

To figure out how long the Micro:Bit program has been running (in milliseconds) you can use this command:

```
time = running_time()
```

What would `running_time()` be after 4 seconds?

4000

What about after **10 and a half** seconds?

10,500



Accelerometer?

What is an accelerometer?

Your micro:bit has a motion sensor.

This sensor has the ability to detect when you tilt it left to right, backwards and forwards and up and down.

To use the accelerometer, we need a while loop. You can use this code to detect when the micro:bit has been shaken:

