Finch Cheat Sheet

setMove(direction(“F” or “B”), speed(0-100), distance): moves the finch forward or backward

setTurn(direction(“L” or “R”), angle, speed (0-100)): turns the finch

setMotors(leftSpeed(-100 to 100), rightSpeed(-100 to 100)): controls thee motors independently

stop(): stops the finch

setBeak(red(0-100), green(0-100), blue(0-100)): sets the color of the finch’s beak

setTail(port(1-4 or “all”), red(0-100), green(0-100), blue(0-100)): sets the color of the lights in the finch’s tail

The following code runs whatever is in “myCode” num times

for x in range(num):

myCode

The following code runs “code1” if “condition” is true and “code2” if it is not true, and can also be run without the part that starts with “else”

if condition:

code1

else:

code2

The following code runs “myCode” if “condition” is true and does not stop until “condition” becomes false

while condition:

myCode