from microbit import \*

while True:

if button\_a.was\_pressed():

display.scroll(temperature())

# This is good, but the temperature is in degrees C

# We don’t use it in the US (we should), lets convert it

from microbit import \*

while True:

if button\_a.was\_pressed():

t = temperature()

t = (9/5 \* t) + 32

display.scroll(t)

from microbit import \*

while True:

if button\_a.was\_pressed():

t = temperature()

t = (9/5 \* t) + 32

t = int(t)

display.scroll(t)

# Magic Eight Ball ==================================================

from microbit import \*

import random

while True:

if accelerometer.was\_gesture('shake'):

number = random.randint(1, 3)

if number == 3:

display.show(Image.YES)

elif number == 2:

display.show(Image.NO)

else:

display.show(Image.MEH)

# Magic Eight Ball ==================================================

from microbit import \*

import random

while True:

if accelerometer.was\_gesture('shake'):

number = random.randint(1, 3)

if number == 3:

display.scroll('YES')

elif number == 2:

display.show(Image.NO)

else:

display.show(Image.MEH)

# Magic Eight Ball ==================================================

from microbit import \*

import random

while True:

if accelerometer.was\_gesture('shake'):

number = random.randint(1, 5)

if number == 5:

display.scroll('MAYBE')

elif number == 4:

display.scroll('SALLY SAYS NOPE')

elif number == 3:

display.scroll('YES')

elif number == 2:

display.show(Image.NO)

else:

display.show(Image.MEH)

# Happy & Sad Images ================================================

from microbit import \*

while True:

if button\_a.is\_pressed():

for x in range(4):

display.show(Image.HAPPY)

sleep(200)

display.clear()

sleep(200)

if button\_b.is\_pressed():

for x in range(4):

display.show(Image.SAD)

sleep(200)

display.clear()

sleep(200)

# Add variables to set the delay times in all the sections quickly =

# Happy & Sad Images ================================================

from microbit import \*

d = 100

while True:

if button\_a.is\_pressed():

for x in range(4):

display.show(Image.HAPPY)

sleep(d)

display.clear()

sleep(d)

if button\_b.is\_pressed():

for x in range(4):

display.show(Image.SAD)

sleep(d)

display.clear()

sleep(d)