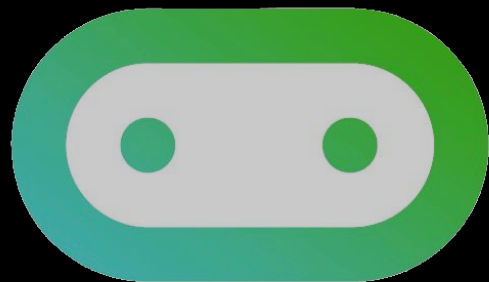


B B C



micro:bit



But Before We Get  
Into That...

Github



Features Business Explore Marketplace Pricing

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# Built for developers

GitHub is a development platform inspired by the way you work. From **open source** to **business**, you can host and review code, manage projects, and build software alongside millions of other developers.

Username

Pick a username

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Your email address

Password

Create a password

Use at least one letter, one numeral, and seven characters.

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[Pull requests](#) [Issues](#) [Marketplace](#) [Gist](#)[New repository](#)[Import repository](#)[New gist](#)[New organization](#)

# Learn Git and GitHub without any code!

Using the Hello World guide, you'll create a repository, start a branch, write comments, and open a pull request.

[Read the guide](#)[Start a project](#)[WHKcoderox](#)

You've been added to the **ShockWave-Kings** organization!



Here are some quick tips for a first-time organization member.

- Use the switch context button in the upper left corner of this page to switch between your personal context (**WHKcoderox**) and

[defunkt](#)[A sneak peek at Satellite sessions](#)

GitHub Satellite is happening in London, May 22-23. See what speakers and sessions you'll find there.

[View 76 new broadcasts](#)

Repositories you contribute to **1**

[matsuyu/CSconference](#)

0 ★

# Create a new repository

A repository contains all the files for your project, including the revision history.

Owner



Repository name

Test repo



Great repository names are

Your new repository will be created as **Test-repo** about **expert-fiesta**.

Description (optional)

Just a social experiment



Public

Anyone can see this repository. You choose who can commit.



Private

You choose who can see and commit to this repository.



Initialize this repository with a README

This will let you immediately clone the repository to your computer. Skip this step if you're importing an existing repository.

Add .gitignore: None ▾

Add a license: None ▾



Create repository



This repository

Search

Pull requests

Issues

Marketplace

Gist



WHKcoderox / Test-repo

Unwatch

1

★ Star

0

Fork

0

Code

Issues 0

Pull requests 0

Projects 0

Wiki

Settings

Insights

## Quick setup — if you've done this kind of thing before



Set up in Desktop

or

HTTPS

SSH

<https://github.com/WHKcoderox/Test-repo.git>



We recommend every repository include a [README](#), [LICENSE](#), and [.gitignore](#).

## ...or create a new repository on the command line

```
echo "# Test-repo" >> README.md
git init
git add README.md
git commit -m "first commit"
git remote add origin https://github.com/WHKcoderox/Test-repo.git
git push -u origin master
```



## ...or push an existing repository from the command line

```
git remote add origin https://github.com/WHKcoderox/Test-repo.git
git push -u origin master
```



<https://github.com/WHKcoderox/Test-repo/new/master?readme=1>



This repository

[Pull requests](#)[Issues](#)[Marketplace](#)[Gist](#)

WHKcoderox / [Test-repo](#)

Unwatch ▾

1

★ Star

0

Fork

0

Code

Issues 0

Pull requests 0

Projects 0

Wiki

Settings

Insights ▾

[Test-repo](#) /  or [cancel](#)

Edit new file

Preview

Spaces ▾

2 ▾

No wrap ▾

```
1 # Test-repo
2 Just a social experiment
3 ## Header2
4 ### Header3|
```

Test-repo /  or [cancel](#)

[Edit new file](#) [Preview](#)

Spaces

2

No wrap

# Test-repo

---

Just a social experiment

## Header2

---

### Header3



Commit new file





## Commit new file

My first readme in my first repository

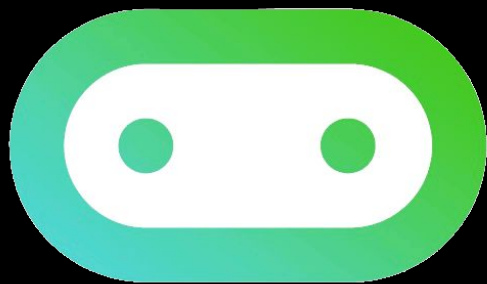
Gonna be that one IT dude in my teams from now on...

Commit new file

Cancel



B B C



micro:bit

We're back!

# About the micro:bit

A microcontroller, a tiny computer to be incorporated in projects.

A \*teensy\* bit of storage

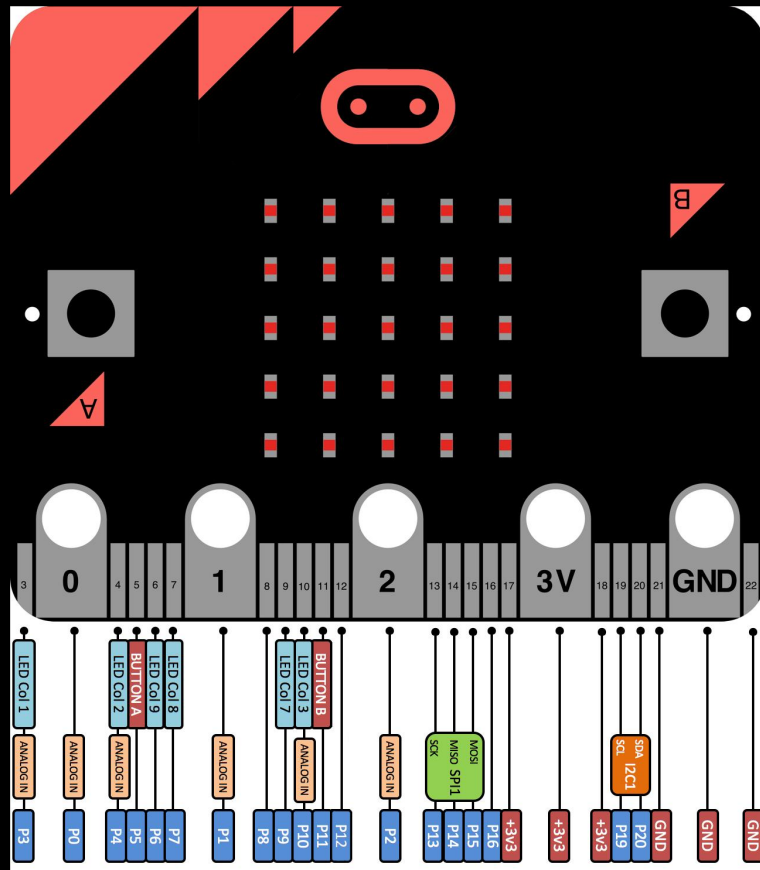
**5x5** display of LED's (as if 144p was bad enough)

Three buttons - a, b and the reset button

Accelerometer - Gives a reading of tilt, or vertical movement of the micro:bit

## Compass - reads your orientation

## Pins - circuitry connections



# Documentation

<https://microbit-micropython.readthedocs.io/en/latest/>

# Github repo

[tinyurl.com/YCW-microbit-templates](https://tinyurl.com/YCW-microbit-templates)

# Code explained!

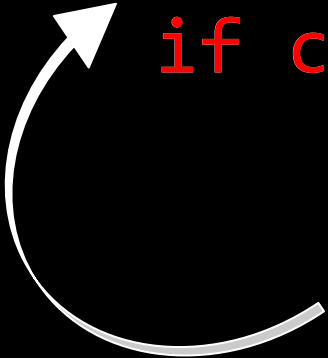
```
from microbit import *
```

Installing...



# Code explained!

```
while True:  
    if condition:  
        # do something...
```



# Animation

What if you have a list of images?

```
boat1 = Image("05050:05050:05050:99999:09990")  
boat2 = Image("00000:05050:05050:05050:99999")  
boat3 = Image("00000:00000:05050:05050:05050")  
boat4 = Image("00000:00000:00000:05050:05050")  
boat5 = Image("00000:00000:00000:00000:05050")  
boat6 = Image("00000:00000:00000:00000:00000")  
  
all_boats = [boat1, boat2, boat3, boat4, boat5, boat6]  
display.show(all_boats, delay=200)
```



# Button

```
from microbit import *  
  
while True:  
    if button_a.is_pressed():  
        display.show(Image.HAPPY)  
    elif button_b.is_pressed():  
        break  
    else:  
        display.show(Image.SAD)
```

# Accelerometer

```
from microbit import *

while True:
    reading = accelerometer.get_x()

    if reading > 20:
        display.show("L")
    elif reading < -20:
        display.show("R")
    else:
        display.show("-")
```

# Compass

```
from microbit import *  
  
# Start calibrating  
compass.calibrate()  
  
# Try to keep the needle pointed in (roughly) the correct direction  
while True:  
    sleep(100)  
    needle = ((15 - compass.heading()) // 30) % 12  
    display.show(Image.ALL_CLOCKS[needle])
```

# So, how is micro:bit useful?

With all these basic functions of micro:bit, we can get...

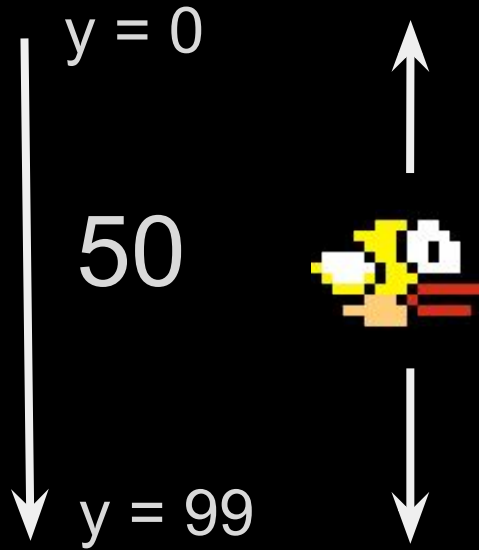


And also a lot more of your other daily appliances and applications!

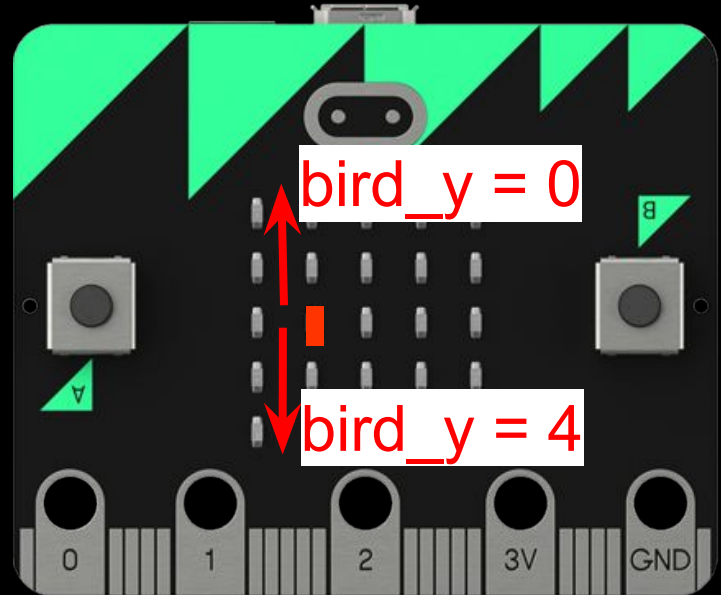
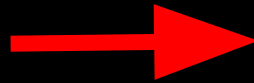
# Flappy Bird: 1. Welcome message

```
# Welcome message  
display.scroll("Get ready...")
```

# Flappy Bird: 2. Draw the bird



Scale  
down



# Flappy Bird: 2. Draw the bird

```
# Global variables
```

```
y = 50
```

```
# Game loop
```

```
while True:
```

```
    # draw bird
```

```
    bird_y = int(y / 20)
```

```
    display.set_pixel(1, bird_y, 9)
```

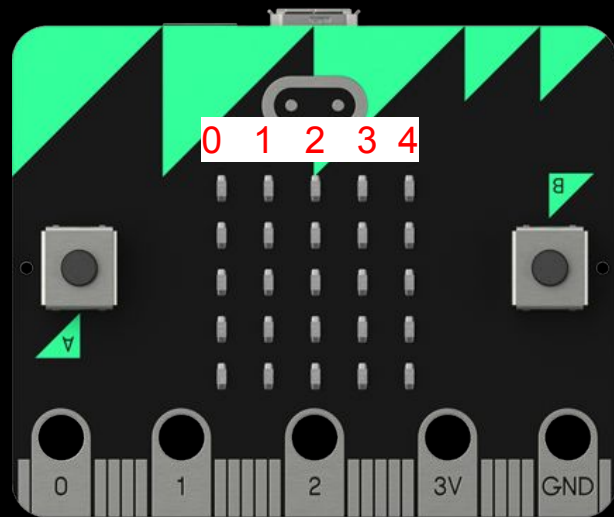
```
    # wait 20ms
```

```
    sleep(DELAY)
```

x-value

Scaled down  
y-value

brightness



# Flappy Bird 3. Simulate gravity

*# Global variables*

```
speed = 0
```

*# accelerate down to terminal velocity*

```
speed += 1
```

```
if speed > 2:
```

```
    speed = 2
```

*# move bird, but not off the edge*

```
y += speed
```

```
if y > 99:
```

```
    y = 99
```

```
if y < 0:
```

```
    y = 0
```



## Flappy Bird 4. Click button to flap

```
# flap if button a was pressed  
if button_a.was_pressed():  
    speed = -8
```

# Flappy Bird: 5. Draw Pipes

```
def make_pipe():  
    pipe = Image("00003:00003:00003:00003:00003")  
    gap = random.randint(0,3)           # random position on the wall  
    pipe.set_pixel(4, gap, 0)           # create hole in pipe  
    pipe.set_pixel(4, gap+1, 0)         # hole is two dots tall  
    return pipe  
  
# create first pipe  
pipe = make_pipe()  
  
while True:  
    # show pipe  
    display.show(pipe)
```

# Flappy Bird: 6. Move Pipes

*# Game constants - T*

DELAY = 20

FRAMES\_PER\_WALL\_SHIFT = 20

FRAMES\_PER\_NEW\_WALL = 100

FRAMES\_PER\_SCORE = 50

*# ms between each frame*

*# num of frames between each wall shift*

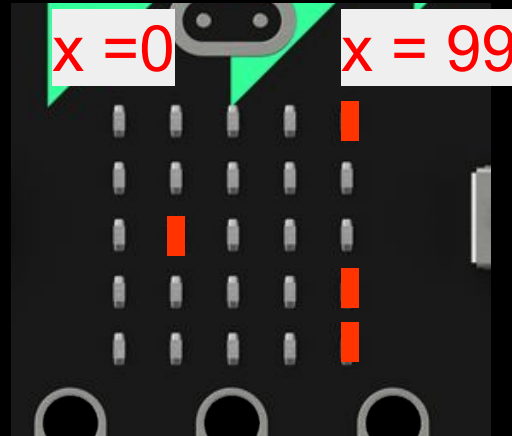
*# num of frames between each new wall*

*# num of frames between score rising by 1*

*# Global variables*

frame = 0

score = 0



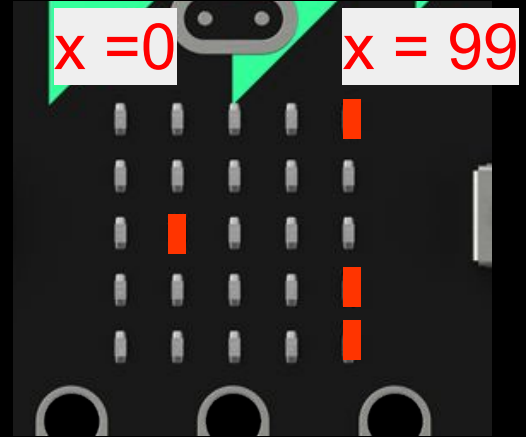
# Flappy Bird: 6. Move Pipes

```
# move wall left
if(frame % FRAMES_PER_WALL_SHIFT == 0):
    pipe = pipe.shift_left(1)

# create new wall
if(frame % FRAMES_PER_NEW_WALL == 0):
    pipe = make_pipe()

# increase score
if(frame % FRAMES_PER_SCORE == 0):
    score += 1

# increment frame
frame += 1
```



# Flappy Bird: 7. Collision

```
# check for collision
if pipe.get_pixel(1, bird_y) != 0:
    display.show(Image.SAD)
    sleep(500)
    display.scroll("Score: " + str(score))
    break
```

# Radio

A bonus component of your microbit: Brings signal capabilities to the microbit!

(Can be found in the official documentation)

```
radio.on()    #of course, there's a radio.off() to save power &  
memory
```

```
radio.send("Hello Next World")
```

```
incoming_message = radio.receive()
```

```
radio.config(length=251,queue=3,channel=5,power=6,,,) )
```

```
#some extra settings you can go check out yourself ^
```

# Mission: Pass the message!

Objective: in groups of 5, plan how to get a secret message passed down (5 minutes). After everyone has planned, talking will be banned.

Remember, as much as you can transmit messages, you can also receive random messages from other teams. Try to play around that!

Each member will have a piece of paper with  $x$  columns, to guess other groups messages including theirs.

Once the game commences, one group member will get a secret text. This text must be passed down the group.

# Battleships!





# Touch Arpeggiator (Banana)

<http://www.itpro.co.uk/desktop-hardware/26289/13-top-bbc-micro-bit-projects>

# Resources

Github link: <https://tinyurl.com/buildingbloCSGH>

Micro:bit official website: [microbit.org](https://microbit.org)

Documentation: <https://microbit-micropython.readthedocs.io/en/latest/>