

# **Completed Hacks**

# (NEW!!!) Java MCPI Corner

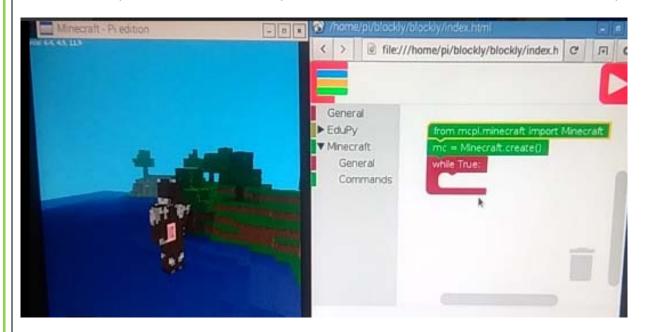
Hack 1: Hello Steve

Hack 2: Walking Books

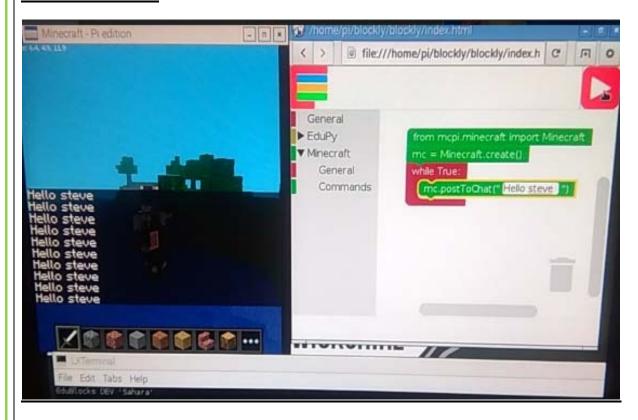
Hack 3: Pick and mix road

Hack 4: 1-7 Tower

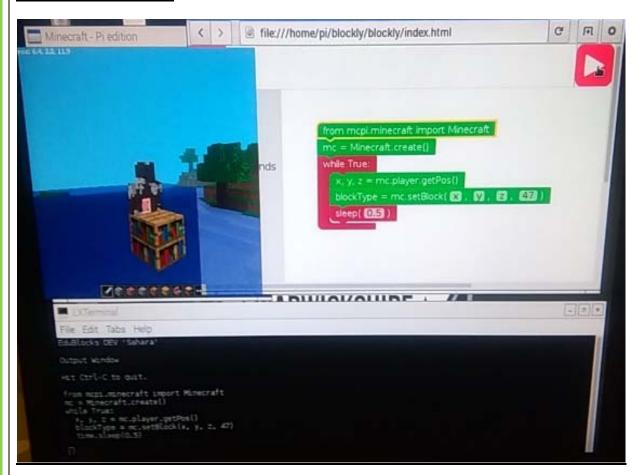
This While loop is like the forever loop in scratch. It will be used for all EduBlocks scripts



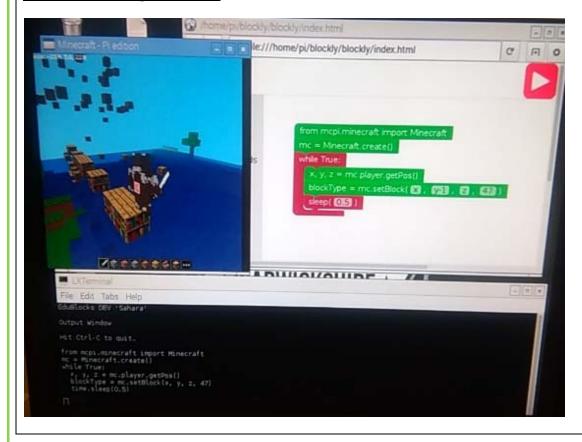
# **Hack 1: Hello Steve**



## **Hack 2 Walking Books**



### **Hack 2.0 Walking Books 2.0**



3 | Page Hack pack does Edu Blocks V0.1

#### **Hack 3 Pick and mix road**

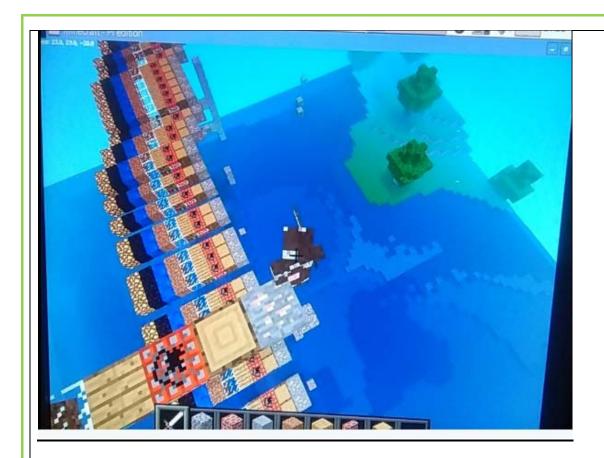
```
ile:///home/pi/blockly/blockly/index.html
 General
                      from mcpi minecraft import Minecraft
▶ EduPy
▼ Minecraft
                      mc.postToChat(" Pixtand mix road ")
    General
    Commands
                      while True:
                        x, y, z = mc.player.getPos()
                        blockType = mc.setBlock( 🔞 🔞 . 😝 . 🖽 )
                        blockType = mc.setBlock( (XXII) , (7) (2) (15)
                         blockType = mc.setBlock( 222 , 17 , 23 , 12)
                         blockType = mc.setBlock( ( ) 0 0 0
                         blockType = mc.setBlock( 1200) . 17 . 2 . 17
                         blockType = mc.setBlock( 233) . 7 . 2 . 20
                         blockType = mc.setBlock( 🐯 , 🔞 , 📵 , 📵 )
                         blockType = mc.setBlock( (237) . (7) . (2)
                         blockType = mc.setBlock( CCD) . (7) . (2)
                            ckType = mc.setBlock( (CEE) / (7) . (3)
                          sleep( 📵 )
```

```
Dutput Window

Hit Ctrl-C to quit.

from mcpi.minecraft import Minecraft
mc = Minecraft.create()
mc.postToChat("Pix and mix road")
while True:

x, y, z = mc.player.getPos()
blockType = mc.setBlock(x, y, z, 13)
blockType = mc.setBlock(x+1, y, z, 15)
blockType = mc.setBlock(x+2, y, z, 17)
blockType = mc.setBlock(x+3, y, z, 46)
blockType = mc.setBlock(x+4, y, z, 47)
blockType = mc.setBlock(x+5, y, z, 20)
blockType = mc.setBlock(x+6, y, z, 3)
blockType = mc.setBlock(x+7, y, z, 22)
blockType = mc.setBlock(x+8, y, z, 49)
blockType = mc.setBlock(x+9, y, z, 49)
blockType = mc.setBlock(x+9, y, z, 49)
time.sleep(1)
```



# Hack 4: 1-7 Tower

```
:: nie:///nome/pi/blockly/blockly/index.html
  General
▶ EduPy
                         from mcpi minecraft import Minecraft
 ▼ Minecraft
     General
                         mc.postToChat[ | DeratoWere) | ")
     Commands
                         while True:
                            blockType = mc.setBlock( (3) , (VFI) , (2) , (1)
                            blockType = mc.setBlock( X , 772) . 2 , 2)
                             blockType = mc.setBlock( ) , (VIII) , (2) , (3)
                             blockType = mc.setBlock( 🔞 , 💯 , 🔞 , 🔞 )
                             blockType = mc.setBlock( 🖸 , 💯 , 🔁 , 🔁 , 🗔 )
                             blockType = mc.setBlock( 🐼 , 🛂 , 💈 , 📵 )
                                ckType = mc.setBlock( 3. 120 . 2. 0)
                             blockType = mc.setBlock( 3. 72). 2. 01
                                 kType = mc.setBlock( 🖸 , 💯 , 📵 , 📵 )
                              blockType = mc.setBlock( 🔀 , 💯 , 🔁 , 📵 )
                              biockType = mc.setBlock( 🖸 , 💯 , 🔁 , 📵 )
                              blockType = mc_setBlock( 🐼 , 📆 , 🔁 , 🔁 )
                              blockType = mc.setBlock( 🖾 . 💢 🖟 🙃 . 🔞 )
                               olockType = mc.setBlock( 🖸 , 💯 ) . 📵 , 🔞
```

```
at Ctrl-C to quit.
from mcpi.minecraft import Minecraft
nc = Minecraft.create()
mc.postToChat("1-7 tower :)")
while True:
  x, y, z = mc.player.getPos()
  blockType = mc.setBlock(x, y+1, z,
  blockType = mc.setBlock(x, y+2, z, 2)
  blockType = mc.setBlock(x, y+3, z,
  blockType = mc.setBlock(x, y+4, z,
  blockType = mc.setBlock(x, y+5, z,
   blockType = mc.setBlock(x, y+6,
   blockType = mc.setBlock(x, y+7,
   blockType = mc.setBlock(x, y-1, z,
   blockType = mc.setBlock(x, y-2, z,
   blockType = mc.setBlock(x,
                              y-3, Z,
   blockType = mc.setBlock(x, y-4, z,
   blockType = mc.setBlock(x, y-5, z, 5)
   blackType = mc.setBlock(x, y-6, z, 6)
    blockType = mc.setBlock(x, y-7, z,
```

