

#### Throwing\_machine

### 1.Learning goals

In this lesson, we mainly learn how to control 270°block servo by micro:bit board and super:bit board.

#### 2.Programming method

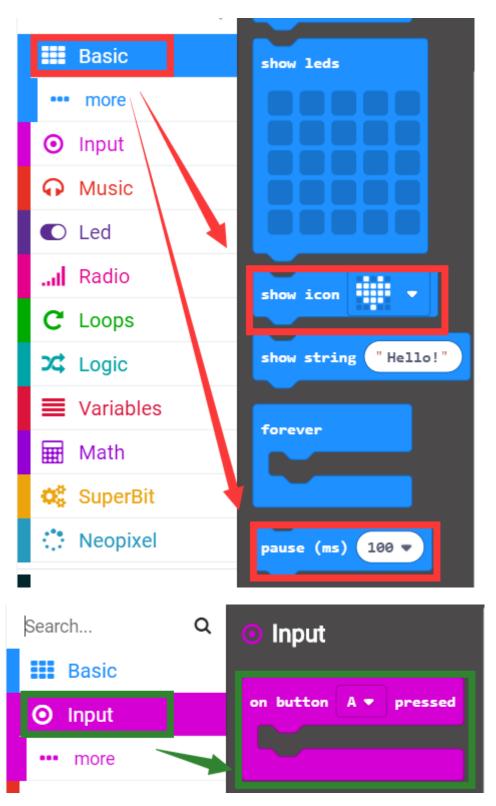
**Mode 1 online programming:** First, we need to connect the micro:bit to the computer by USB cable. The computer will pop up a USB flash drive and click on the URL in the USB flash drive: <a href="http://microbit.org/">http://microbit.org/</a> to enter the programming interface. Add the Yahboom package <a href="https://github.com/lzty634158/SuperBit">https://github.com/lzty634158/SuperBit</a> to program.

**Mode 2 offline programming:** We need to open the offline programming software. After the installation is complete, enter the programming interface, click [New Project], add Yahboom package: https://github.com/lzty634158/SuperBit, you can program.

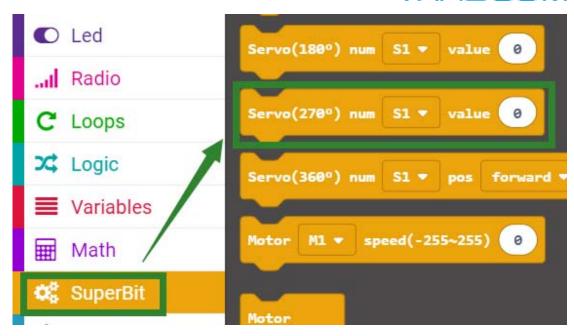
#### 3.Looking for blocks

The following is the location of the building blocks required for this programming.



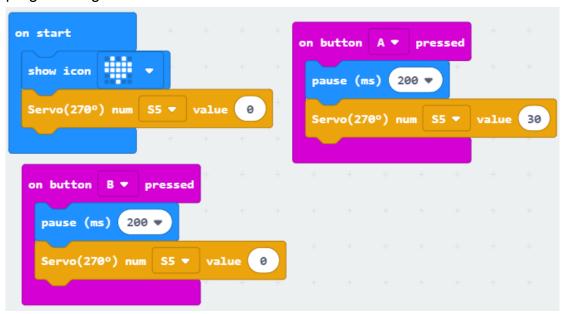






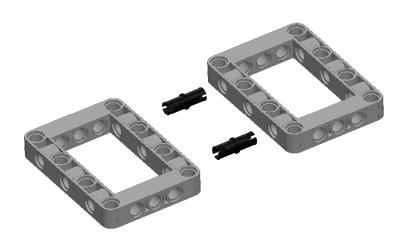
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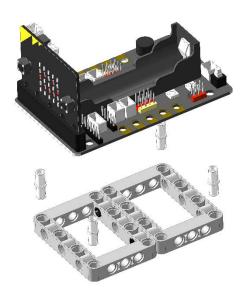
4. Building block assembly steps

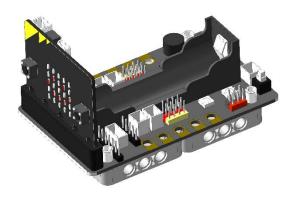




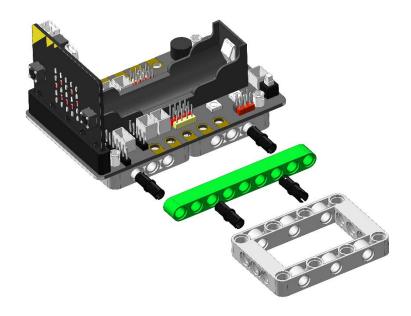


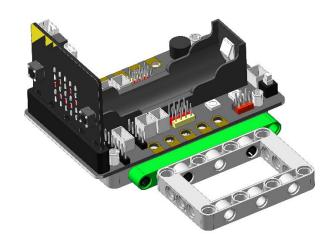




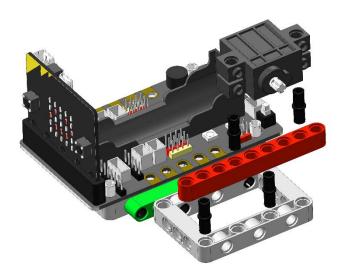


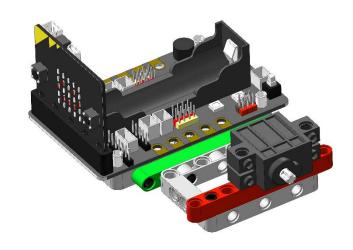




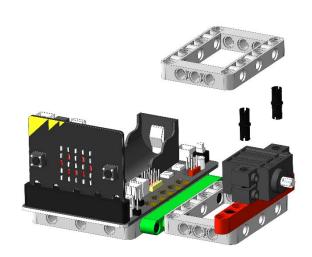


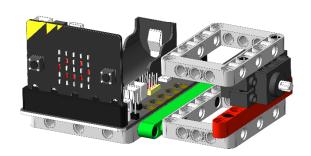




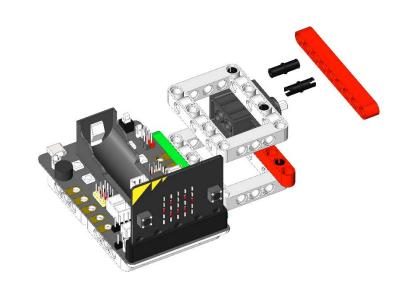


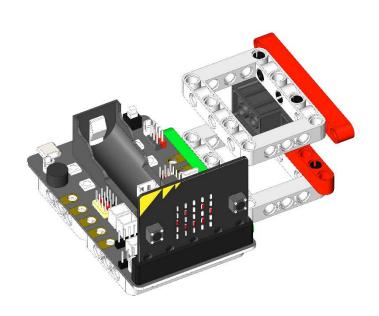




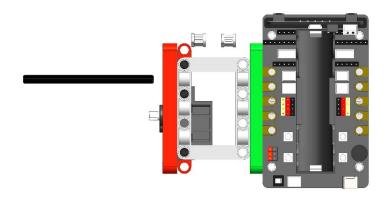


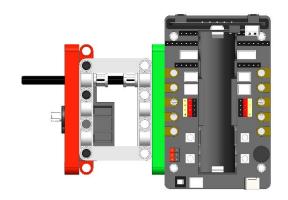




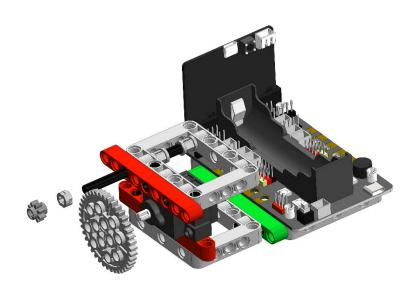


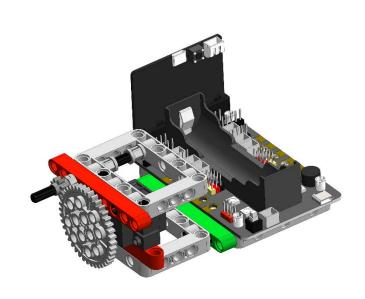




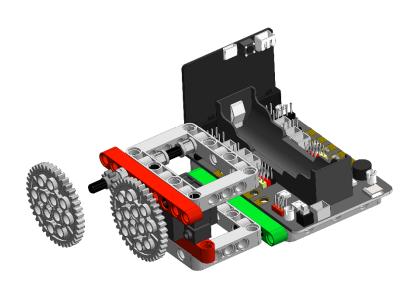


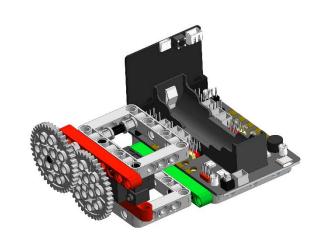




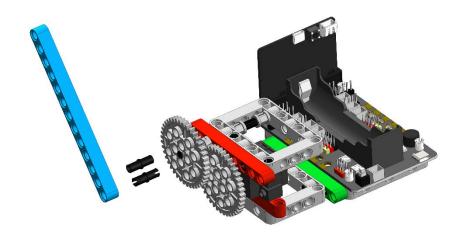


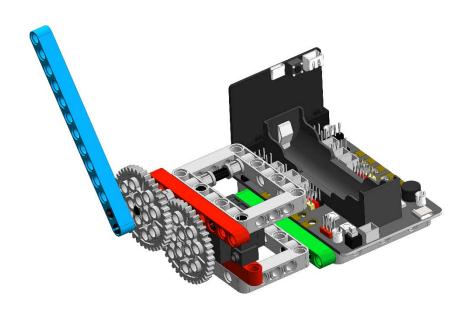




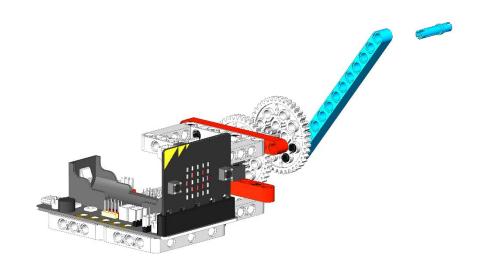


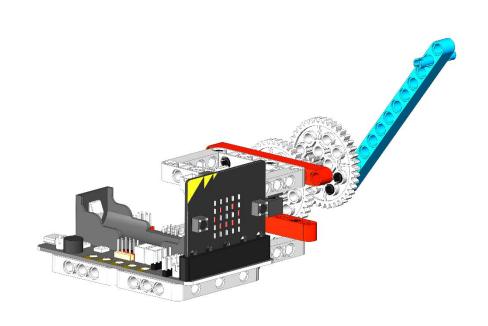




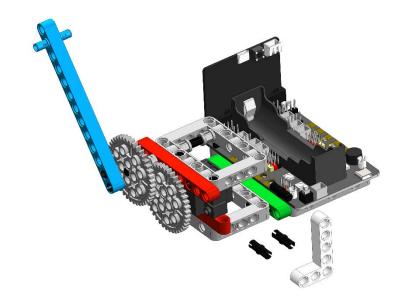


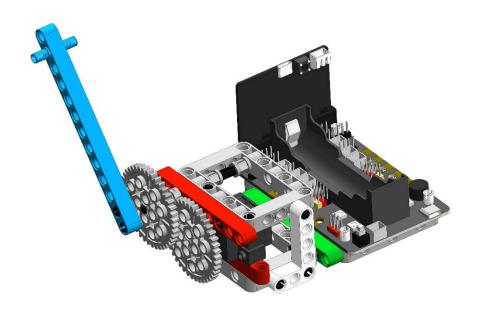




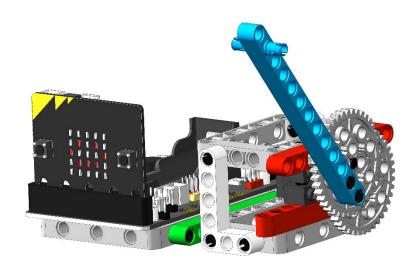


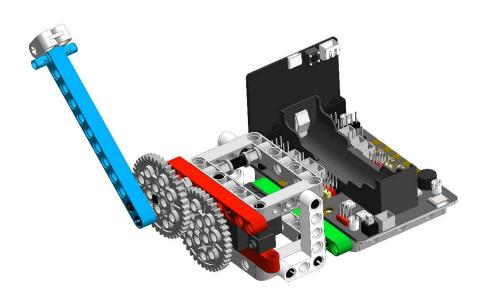












## **Hardware connection**

The 270° block servo connect to the S1 interface of the Super:bit



expansion board. The orange wire of the 270° block servo is connected to the yellow pin of S5, the red wire of the 270° block servo is connected to the red pin of S5, and the brown wire of the 270° block servo is connected to the black pin of S5.

#### 5. Experimental phenomena

After the program is successfully downloaded, the micro:bit dot matrix will display the heart pattern.

We can press the A button to throw the object out, press the B button to return to the position.

If you need to start over, press the reset button on the back of the micro:bit board.